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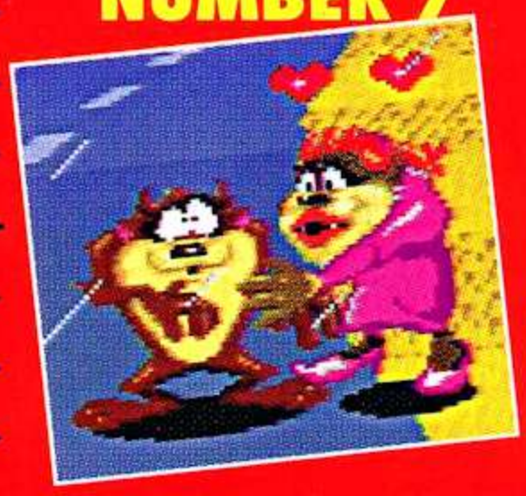

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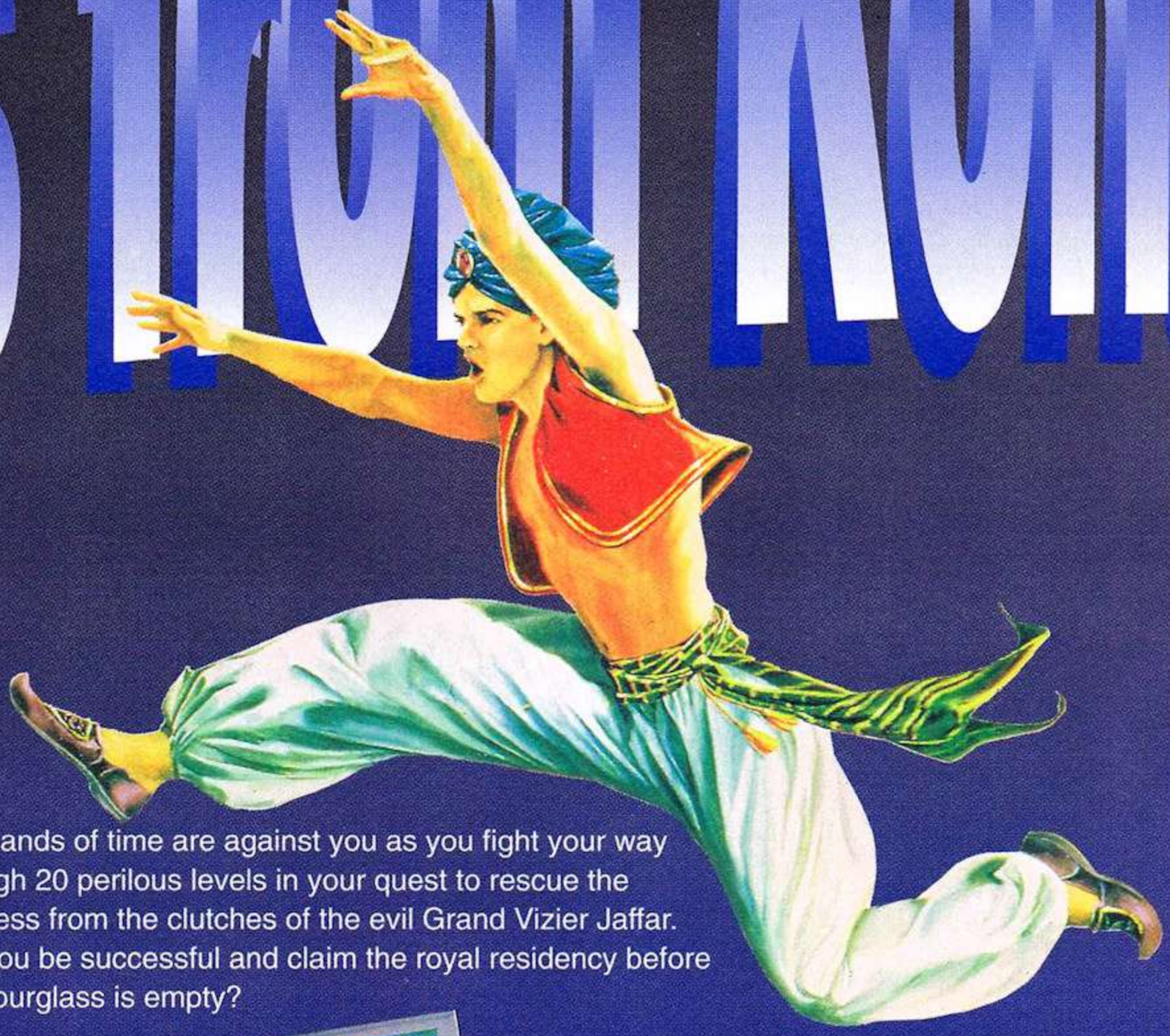

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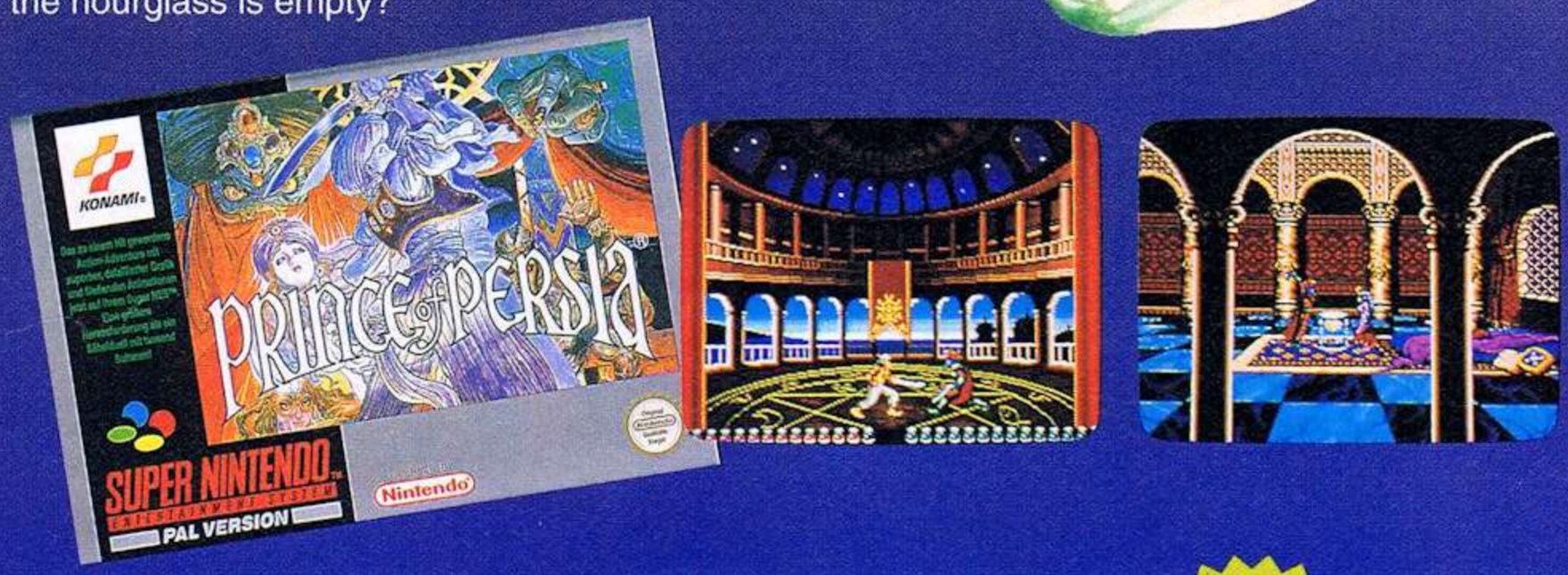

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THQ come good with this brilliantly funny and blindingly fast toon-land racin' 'n' kiwi gobblin' game.

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Ocean keep churning out the cutesy platformers. This time the name's Pond but is gameplay really licensed to thrill?

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THE PROS

➤ STUART WYNNE – Editor

There has, and probably never will be, a more burger-obsessed individual than our devious pony-tailed front-man! The remarkable tale begins every day when Stu trundles into the office and promptly collapses into his comfy chair. He then proceeds to lounge around without moving anything but his mouth until lunch time. Now this is when the Divine intervention occurs – you see everyday, at more or less exactly the same time, Stu's lifeless limbs are suddenly filled with energy from some unknown source, and he'll promptly rise to his trainer-clad feet and dash halfway across town to Burger King! Stu's questionable antics are highlighted by the fact that he always wears black, is never seen outside the poorly-lit office in the daytime, and has often been seen suspiciously eyeing up Dave's neck. I'll let you draw your own conclusions!
Fave things: Tasha Yarr, Coke and *Taz-Mania.*

➤ JAMES HICKS – Designer

James' lunch time routine revolves around his considerable workload. You see our office iron-man has often been known to go days without food in the line of duty. There is however a rumour that the real reason for this is that Stu locks him up until the issue is in the can! When James is permitted time for lunch, he'll waste no time in slipping into his fetching lycra cycling shorts and sprinting down to the sandwich shop. Once back, James will sit back at his desk and wolf down his sarnies whilst pretending to work at the same time, then he'll sneak over to the office SNES (*Super Swiv* in hand) and attempt to blow some mutha's away! This therapy is vital if James is to maintain his frail grip on reality, but most of us suspect that his gasket has already been blown!
Fave Things: Danger Mouse, XXXX and *Super Soccer.*

➤ MARK WYNNE – Assistant Designer

Mark's lunch time plans, and indeed any other plans for that matter revolve entirely around his curvaceous girlfriend's desires (and why not?)! Despite the rest of us being subjected to the agonising moans of his stomach, Mark is forbidden to seek any kind of nourishment until that magic call from Paula comes ringing in any time between 12 and 3pm. The exact location of their lunch time rendezvous remains a mystery, some say that Paula demands nothing but the best French cuisine, but on Mark's salary, she'll be lucky to get a Chinese takeaway! Mark and Dave have been known to go against their female companions by craftily sneaking out for a sausage-roll during their mid-morning break, but if questioned about such trickery, Mark will strongly deny the accusations for fear of Paula taking a bite of his sausage!
Fave Things: Arthur Fowler, Sweet Tea and *Taz-Mania.*

➤ RYAN BUTT – Staff Writer

Despite having moved house so as to be just a five minute walk from SUPERPRO's office the Buttster's body clock can't be fooled and we're lucky to see his sleepy-eyed features until after ten. The shock of being in the office then provokes the party animal into a frenzied search for nourishment, a Taz-like yearning for caffeine and junk food which lasts until lunchtime. After spending the winter filling the office with the most obnoxious aromas Spud-U-Like could manufacture the Buttster seems to have gone on a health binge now. Well, except for the odd ciggy, lager six-pack and late-night pizza.
Fave Things: D.I. Burnside, Southern Comfort and Coke and *Taz-Mania.*

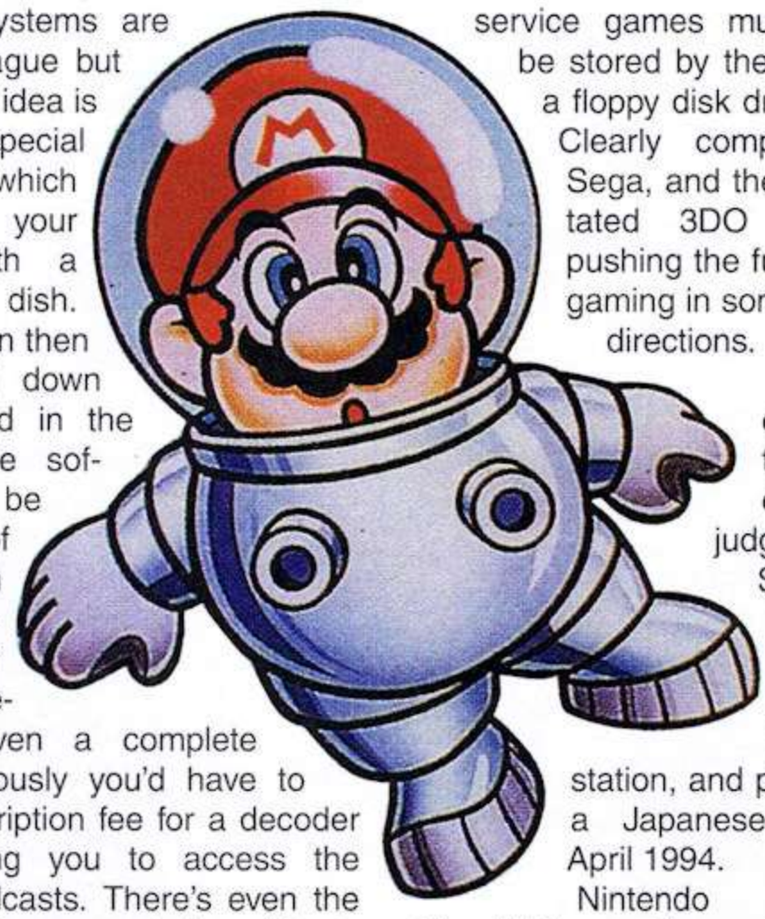
➤ DAVE WESTLEY – Staff Writer

Like Mark, Dave is under the thumb so to speak, and his lunch time plans usually consist of swaning off to some swish joint with his beloved Kirsty. However, there are times when she isn't as punctual as Dave would have hoped and as a result, this poor chap is left to waste away to virtually nothing but skin and bones (ahh!). Being a bit of a philosopher, Dave's diet consists mainly of literature, so the constant bouts of constipation don't bear thinking about! Our softly-spoken staff writer need never worry about putting on weight though, well not if he continues to wear that huge trench jacket in the burning heat like he has continued to do in the past few sweltering weeks. But some say he only dons it to look like screen hero Humphry Bogart, despite being stopped by hordes of screaming Doctor Who fans, who mistook him for the great man himself!
Fave things: Yogi Bear, beer and *Super Soccer.*

SNES IN SPACE

The next frontier in video gaming could be the final one with both Sega and Nintendo heavily investing in satellite broadcasting. The technical specifications for these systems are extremely vague but basically the idea is you buy a special adaptor which connects your console with a satellite dish. Soft-ware can then be beamed down to be stored in the adaptor. The software could be a couple of levels from an upcoming game for you to preview, or even a complete game. Obviously you'd have to pay a subscription fee for a decoder card allowing you to access the coded broadcasts. There's even the possibility of gamers being able to compete with each other on one big game, all linked together by satellite.

The benefits to users seem fairly obvious, but quite how control-freaks Nintendo are going to approach beaming their valuable software through space remains to be seen. If software is to be sold through the service games must somehow be stored by the system. Will a floppy disk drive be used? Clearly competition from Sega, and the cable-orientated 3DO system, is pushing the future of video gaming in some interesting directions.



Nintendo's commitment to satellites can be judged by its $6.5million investment in St Giga, a satellite broadcasting station, and plans to begin a Japanese service in April 1994.

Nintendo president Hiroshi Yamauchi expects to sell over seven million adaptors in the first year and we'll be bringing you more details as soon as we get them.

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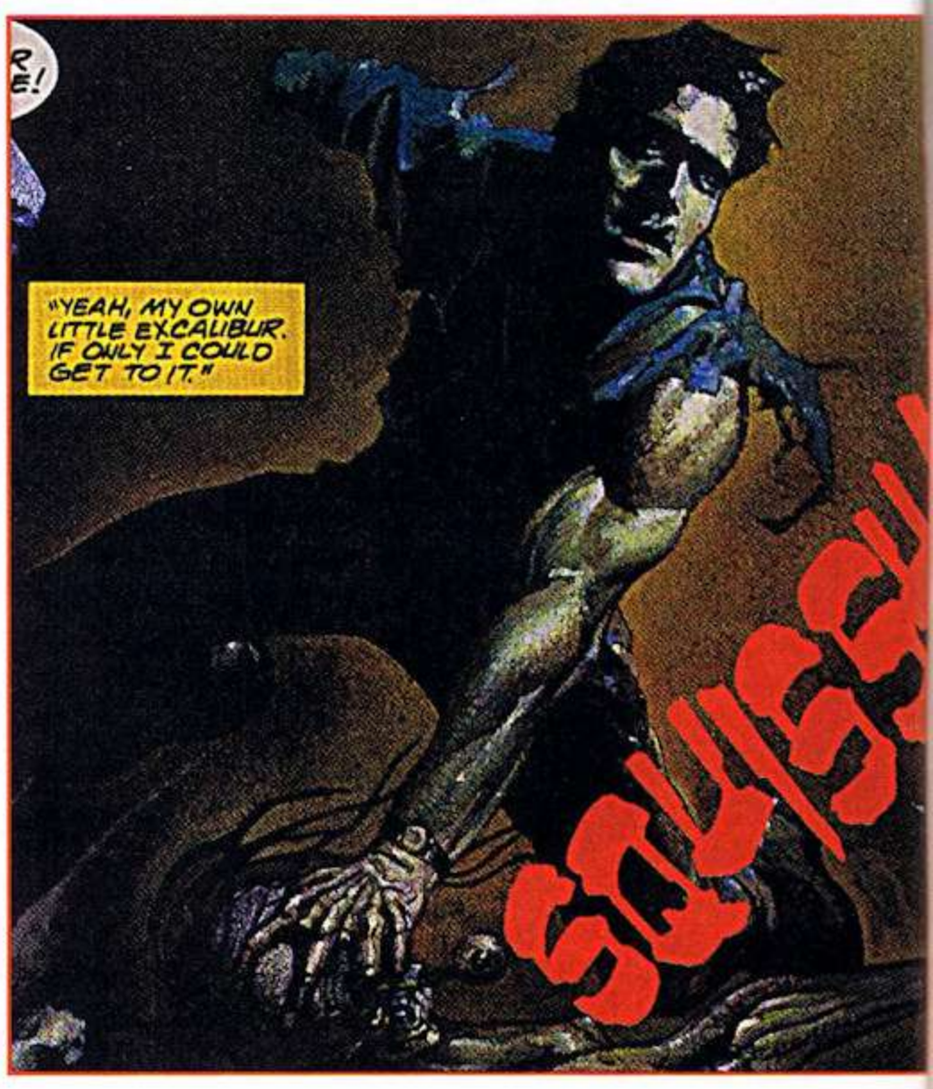
DARK DREAMS

In a multi-media world Dark Horse international have got more than their fair share of red-hot licences. *Aliens vs Predator* is perhaps their most famous series, recently being turned into a SNES game, and the story-line continues in the *Aliens* comic book. A new and intriguing spin-off is *Batman vs Predator* while *Total Carnage* is a comic book version of Sam Raimi's



ALIEN vs PREDATOR:

After a severe critical panning for the original Japanese *Alien vs Predator* extensive improvements have been ordered for the US and European versions. Activision, who bought the foreign rights to the game from

Japanese company IGS, believe it "was inappropriate that the main theme of the Japanese version was punching and kicking" and introduced "the cool Predator weapons from the movies" which meant all the "weapon and fighting manoeuvre values were then readjusted for play balance".

The Predator's graphics and animation have also been reworked, there's more acid spit from the Aliens, more chestbursters, new enemies including an Alien Warrior and boss monster, Activision have even changed a whole level's graphics (from ocean liner to underground Alien nest). The cost of all these changes has been the elimination of the fairly useless two-player combat option.

Activision's determination to uprate the game can only be applauded, however the original was a weak game (54%, SUPERPRO 4) and these changes will have to be very well executed to make the game as good as everyone hoped for. Expect a full review in our next issue with the cart due for a September release.

EURO-REMATCH

18-rated *Evil Dead III*. Unsurprisingly their tag-line is 'comics with an attitude.'

However for real comics mania you have to turn to Japan where a huge range of comics cover every subject under the sun. Probably the most famous of them all is *Akira* which has been going for ages and was made into an absolutely spectacular movie. Now Dark Horse have signed an agreement with Japanese comics publishers to print English language versions of the best strips in a new comic, *Manga Mania*. The first issue will be on sale on June 10th and will include the legendary Akira, gigantic Godzilla and anarchic Appleseed. With 128 colour pages the purchase price of £1.95 seems remarkably good. Experts from the worlds of Art and Literature – Mark and Dave – will give you their opinion next month.

BESTSELLING CART CHART

1. TINY TOONS
2. STARWING
3. SUPER STAR WARS
4. BATMAN RETURNS
5. PUGSLEY
6. SUPER MARIO KART
7. MAGICAL QUEST
8. TWIN BEE
9. 20 20 BASEBALL
10. SUPER STRIKE EAGLE

This chart was compiled by a survey of leading independent retailers including AMS, Console Concepts, Video Games Box, Shekhana, & That'z Entertainment.

PROBITS

▼ A rather embarrassing thing happened to *StarWing* on the way to UK, the value of the pound to the yen apparently slipped by a few pennies and, whoops, the £39.99 price announced last month increased by precisely £10. Could happen to anyone, couldn't it, and the release date is now 5th June. On the same day a *Starwing* SNES pack will be released costing just £129! Expect plenty of TV ads with Nintendo planning a big push in the second half of the year.

▼ Awards may be nice but cold, hard cash is best of all. *Street Fighter II* has now sold an incredible six million copies since last June – when it was launched in Japan. Even CAPCOM has been astonished as they originally forecast sales at only 3 million! This runaway success has helped CAPCOM's profits rocket to $113 million (pre-tax). This is twice the previous year's profits!

▼ As *Jurassic Park* looms ever closer, another Steven Spielberg movie has been snapped up for SNES conversion by Hudsonsoft. *An American Tale: Fieval Goes West* is a sequel to the original children's animated movie and featured John Cleese voicing the evil tomcat sheriff. The game should debut in the States by Xmas, along with *Inspector Gadget*, Hudsonsoft's cart version of the popular children's cartoon TV series.

▼ According to a leading financial expert Nintendo is set to be the most profitable company in Japan. Nihon Keizai Shimbun predicts a whopping $1.49 billion profit for the last financial year, a rise of 4.9% on last year's pre-tax profits. Strong sales of hardware and software in Japan and overseas are put down as the reason for the expected success.

▼ Following the success of Playtime's exclusive deal with Woolies for the distribution of *Strike Gunner* and *Spindizzy Worlds* they've now fixed up a deal with Virgin Megastores for three Irem games. The fun platformer *Dino City*, dire shoot-'em-up *EDF* and okay beat-'em-up *Street Combat* are set to appear in July, exclusively in Virgin Megastores, priced at £39.99 – if the pound doesn't fall even lower against the Yen!

BITSPRO

THQ REBORN?

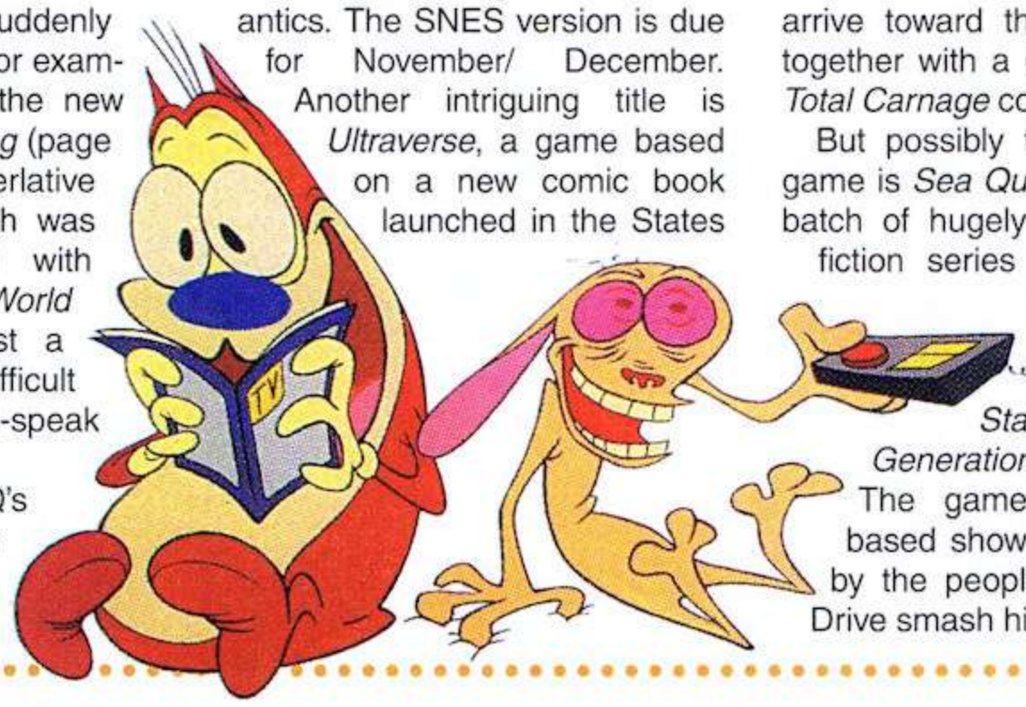
After establishing itself as probably the worst software house in history THQ nicked a development genius from Nintendo, brought in some new developers and has suddenly become a name to watch. For examples of just how different the new THQ is check out *Family Dog* (page 12) and particularly the superlative *Taz-Mania* (page 14), which was developed in conjunction with Sunsoft. Even *Wayne's World* (page 82) makes at least a decent stab at a very difficult licence with plenty of Wayne-speak humour.

The improvement in THQ's programming is particularly good news as they've got a whole slew of interesting licences lined up.

Ren & Stimpy is based on another US cartoon series, featuring a brain-damaged cat and chihuaha in hilarious but occasionally controversial antics. The SNES version is due for November/ December.

Another intriguing title is *Ultraverse*, a game based on a new comic book launched in the States by some ex-Marvel people and aimed at the late-teens, early twenties age range. *Ultraverse* is the first in a series of games based on the Malibu Comics title. This should arrive toward the end of the year together with a game based on the *Total Carnage* coin-op shoot-'em-up.

But possibly the most promising game is *Sea Quest*. This is one of a batch of hugely expensive science fiction series being launched in the States to compete with the ratings dominating *Star Trek: The Next Generation/Deep Space Nine*. The game of the undersea based show is being developed by the people behind the Mega Drive smash hit *Ecco*.



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DATEL GET FOXY

As carts have appeared using more pins on the edge connector, and containing custom chips which caused radio frequency interference, then adaptors have had to, well, adapt. *Star Fox* is the ultimate test as it includes a custom chip and uses all the edge connector pins.

Now Datel have upgraded their universal adaptor and the Pro Action Replay. The latter hasn't been updated for ages so this is particularly welcome, although the SF/X's complexity means while you can play *Star Fox* with it you can't cheat!

Also *Star Fox* upgraded is the £42.99 Woolworths version of the Pro Action Replay. This was specially produced to avoid offending Nintendo and can't be used to play import games such as, erhm, *Star Fox*! If you've bought one of these and want one with a universal adaptor built-in then send it to Datel Electronics, Govan Road, Fenton, Stoke-on-Trent ST4 24S with a cheque for £10.

SPECIAL THANKS...
To Console Concepts (0782 712759), Console Plus (0532 500445), Game Zone (0908 226696), Video Games of America (0403 752156) and Video Games Box (0425 616705).

SFII DOES IT AGAIN

After scooping up the Video Game of the Year Award at the Indin awards *SFII* managed a similar feat at the ECTS awards, voted on by no less the 80 magazines from around the world (including SUPERPRO). It won Best Action/Arcade Game, Best Video Game, Overall Game Of The Year and Italian Game Of The Year (no, SUPERPRO didn't vote on that one!). The SNES itself picked up an award as Best Hardware of the year and Electronic Arts was voted Software Publisher Of The Year. For a full report on the ECTS turn to page 30.

BIG IN JAPAN

Undoubtedly the big news this month is CAPCOM's confirmation that it will be developing a new version of *Street Fighter II* for the SNES. Sega Mega Drive owners have long been salivating in expectation of *Street Fighter II Turbo Hyper Fighting*, a 16Mbit cart which will be bundled with a new, six button joypad. Its release was imminent but now it's suddenly been delayed until September when it will appear alongside an undoubtedly far superior SNES version. The delay could be due to pressure from Nintendo whose original deal with CAPCOM over *SFII* was thought to prevent a Sega version. The new game is based on the latest coin-op version of *SFII* and is basically a speeded-up version of the *Championship Edition* which, of course, allowed you to control the bosses. Hopefully the SNES version will include other changes to justify forking out another £65!

Another eagerly anticipated game is *Elnard*, an RPG from Enix – the guys behind *Actraiser* and *Soulblazer*. There's the standard *Zelda*-style overhead angled perspective with a fair few text messages (making buyng Japanese problematic). The most interesting aspect however is combat which flips the game into a different perspective with a Mode 7 floor and a huge range of impressive enemies. It's a 12MBit cart with 64Kbit memory back-up and the best news is that an American version is already well under way.

Also looking good is *GP-1*, a Grand Prix motorbike racing game which has splitscreen when two players want to go head-to-head. There's plenty of circuits to race on and woul-be engineers get to customize their bike, fiddling with front and rear suspension, tuning up the engine and even messing with the bike's frame. SP

SUPER PRO

REVIEW
OFFICIAL & IMPORT

PROreviews

SUPER PRO reviews come in two types, which we've split into two sections so as to avoid confusion and consternation among novices.

IMPORT REVIEWS cover the mass of SNES games released in America and Japan, the best of which will eventually make their way here. For gamesplayers without an adaptor we hope these will provide an interesting preview of thrills to come. Most gamesplayers however will have access to an adaptor which allows them to play these import or "grey" games.

OFFICIAL REVIEWS cover games just about to be released in the UK. These are "PAL versions" which will work with any UK SNES without an adaptor. Quite often Official releases will follow Import reviews by a couple of weeks or months. However games are sometimes changed for the UK market and where this happens we'll tell you about it. 'Official' means the games are or will be officially imported – not that the review is 'officially' endorsed or supported by the Software House, unlike some mags!

PROfile

DISTRIBUTOR: Bandai used to be the exclusive UK distributor for SNES stuff, but that's ending now with Acclaim going through Polygram, Activision through Playtime and EA doing it themselves. As software publishers become more important we'll print their phone numbers to to let you check release date changes.

PUBLISHER: Who developed the game, who's responsible basically.

SUPPLIER: If the game's only available on import we tell you where we got it and a telephone number for you to get hold of it too.

PLAYERS: Are there two-player, three-player, four-player modes?

SKILL LEVELS: Are there skill levels for Duffer Dave, Moderate Mark and Pro Ryan?

CART SIZE: How big is the cart. One Megabit is equivalent to 128K. The bigger the cart, the bigger the game – unless the programmers are naff.

SAVE GAME: If there's a password of battery back-up game save option this is where we'll tell you about it.

FEATURES: This is where we tell you about any continue-plays or other important features.

CONTROLS: Gives you some idea of how complex the game is and whether the controls will suit you. Also useful for Jap import carts.

PROS & CONS: A short summary of the game's positive and negative points. This gives you a quick run-down on the game.

GRAPHICS: Graphics are judged both for how well drawn they are as well as the speed and quality of animation.

SOUND: The aural soundscape. A combination of the music and spot FX, plus suitability for the game-style.

GAMEPLAY: Simply how enjoyable is the game to play and how addictive is it to begin with.

LONGEVITY: A combination of two factors. One factor is obviously how hard a game is, do we think this will take you a reasonable length of time to complete. The second factor is just as important though. It's the X factor, the combination of variety, addictivity and playability which make us think you'll *want* to keep playing day after day. If a game's simply impossibly hard and totally unenjoyable to play it won't score highly here.

OVERALL: A numerical evaluation of how good we think the game is. We take ages debating this one, but remember, the really important thing is what we say about the game in the main review. The main text has all the details which will guide you to whether the game will suit your tastes.

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SUPER PRO

REVIEW
OFFICIAL

FAMILY dog

The prime time success of *The Simpsons* inevitably led to a host of other full length animated TV shows. *Ren and Stimpy* is now even more popular than Bart Simpson, but *Family Dog* is a pretty big hit also – as you'd expect of a Steven Spielberg/Tim *Batman* Burton production – and is due to make its British debut soon on ITV. Ryan "Pedigree" Butt brings you the full scoop!

A dog's life is not a happy one and the Binford's family dog certainly knows it. Tortured by the diabolical children and persecuted by household appliances, each and every day is a hazard-filled adventure. The game begins with a neat little intro, the poor mutt being called by Billy Binford. Throughout the game, the best thing is the dog's animation, its eyes bugging out in sheer terror when he hears Billy's voice.

Once inside the house first impressions are not good. The backgrounds are simplistic, bringing back unpleasant memories of the dire *Tom & Jerry*. This pet is more flexible than most however. Press Y and his walk transforms into a nippy sprint, well-timed leaps go surprisingly far and pressing down makes him duck or dig into the ground for buried treats such as bones for extra energy. He can also bark, if he's collected some cheese treats, and his sonic wave barks destroy many hazards.

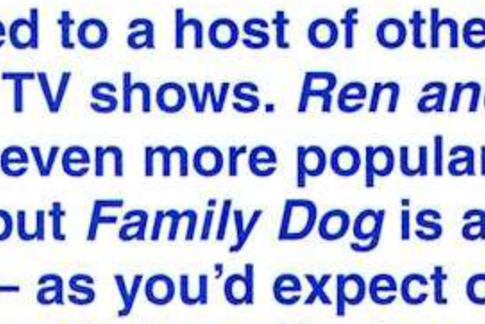
On the first Living Room level the objective is simply to get to the exit, either by scootling along the floor or leaping up along book shelves, pictures and bouncy couches. The higher you go the more chance you have of finding bonus bones and cheese bits. Making things tricky are curtain-climbing cats and lethal spinning tops. It's all pretty simplistic but still a good opportunity to master the controls.

After the Living Room it's the Hallway with Billy hot in pursuit. You must sprint along, leaping over Billy's blocks. If, after survival, you've collected the bonus item – on level one it's a tennis ball – you get a game of fetch. In each bonus game you have to collect the item thrown by one of the Binford clan and bring it back until you get an extra life.

The next level is the Living Room revisited, a little bit tougher, with another sprint test after it – this time Billy's got a water pistol! Then it's the kitchen with flaming cookers and the lethal pop-up toasters. Finish this and Billy comes after you with a vacuum cleaner!

Now at last the game opens up with the family dog visiting the kennels. This gloomy place is well drawn and forms three levels. The first level is a big prison complex. You've got to run around opening doors and jumping up to release birds while tackling attack dogs. This isn't too tough but outside is a real challenge, jumping between window ledges before taking on the dog catchers. These human sprites are really impressive, big and smootlhly animated.

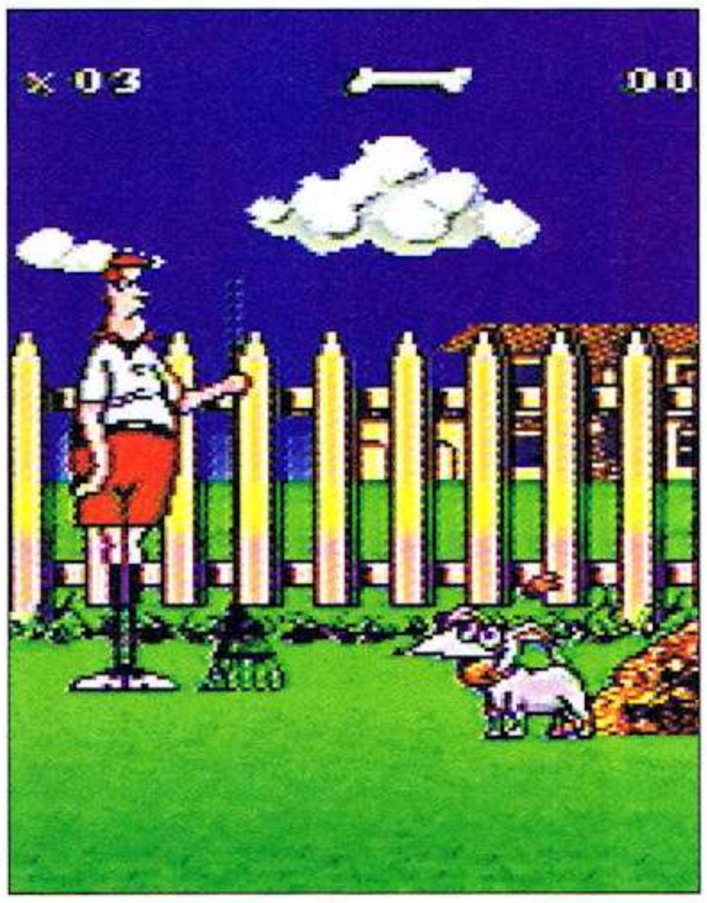
Then at last it's the long walk



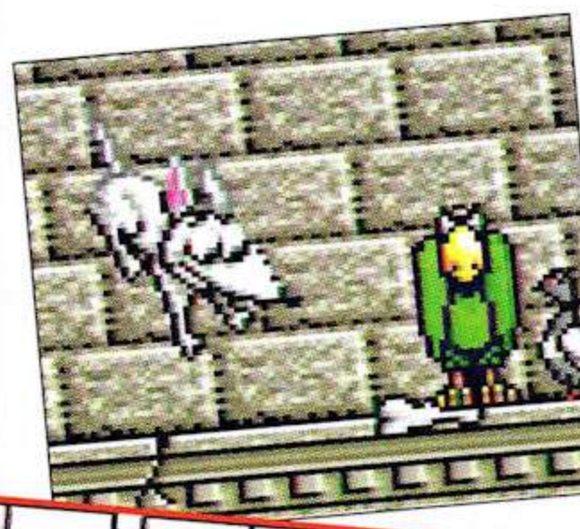
PRO TIP

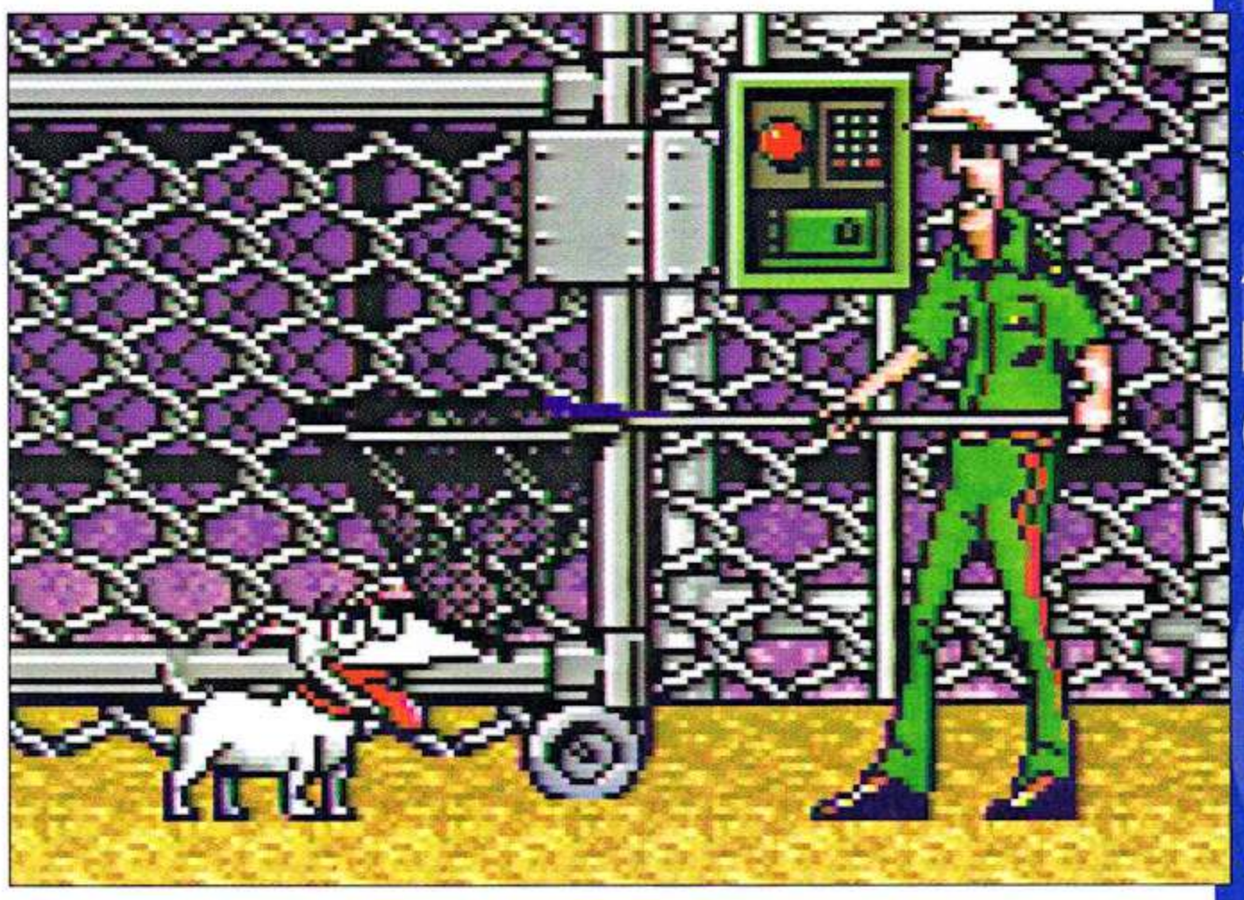
For a couple of energy bones, stand on top of the TV and push down. Let go and watch in amazement as it tunes into your show!

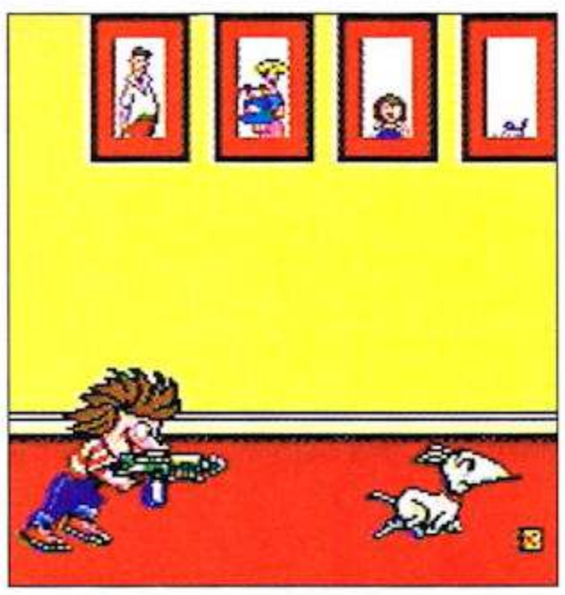
I think you'd also break down from time to time if you lived in this house (above)! Oh dear, you've upset Pop's compost heap, and the old fella looks kinda peeved (below)!



Having successfully escaped from the confines of the dog pound, you must now get past the lanky guardsman on patrol (below).







That delinquent rascal, Billy plans a surprise attack on our canine friend (above).

home through the woodland, jumping between tree branches.

All this provides a reasonable challenge for the 6-14 year old age group at which it's aimed. I wish there was more variety though. The house becomes tiresome after a while and the kennels aren't big enough to compensate. Only the bonus levels really stand out in this so-so game.

On the other hand it does seem a pretty close tie-in to the TV show. While the graphics initially seem poor, they do resemble the TV pics quite closely and there's some good animation, especially in neat interlevel sequences. Sound is good too with up-tempo piano routines similar to those mad jingles heard in *Married with Children*. There's also the inclusion of some nicely sampled barks to add authenticity.

If the *Family Dog* series is a hit when it finally appears here, this competent THQ release could enjoy plenty of success as thankfully, unlike either *Home Alone* carts, it's quite a decent game.

FAMILY dog™

Publisher: **THQ**
Tel: **0372 743744**
Price: **£44.99**
Out: **July**

Players: **1**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **No**
Features: **3 Continues.**

CONTROLS

- ▲ Climb/go through door.
- ▼ Duck/dig.
- ◀ Walk left.
- ▶ Walk right.
- X No function.
- Y Use with direction to sprint.
- A Jump (with up or down).
- B Bark.
- L No function.
- R No function.

PROS: Very close to the cartoon, nice animation on sprites, compelling gameplay and ideal for younger players.
CONS: Backgrounds are a little uninspired, not enough here to keep experienced players going for long.

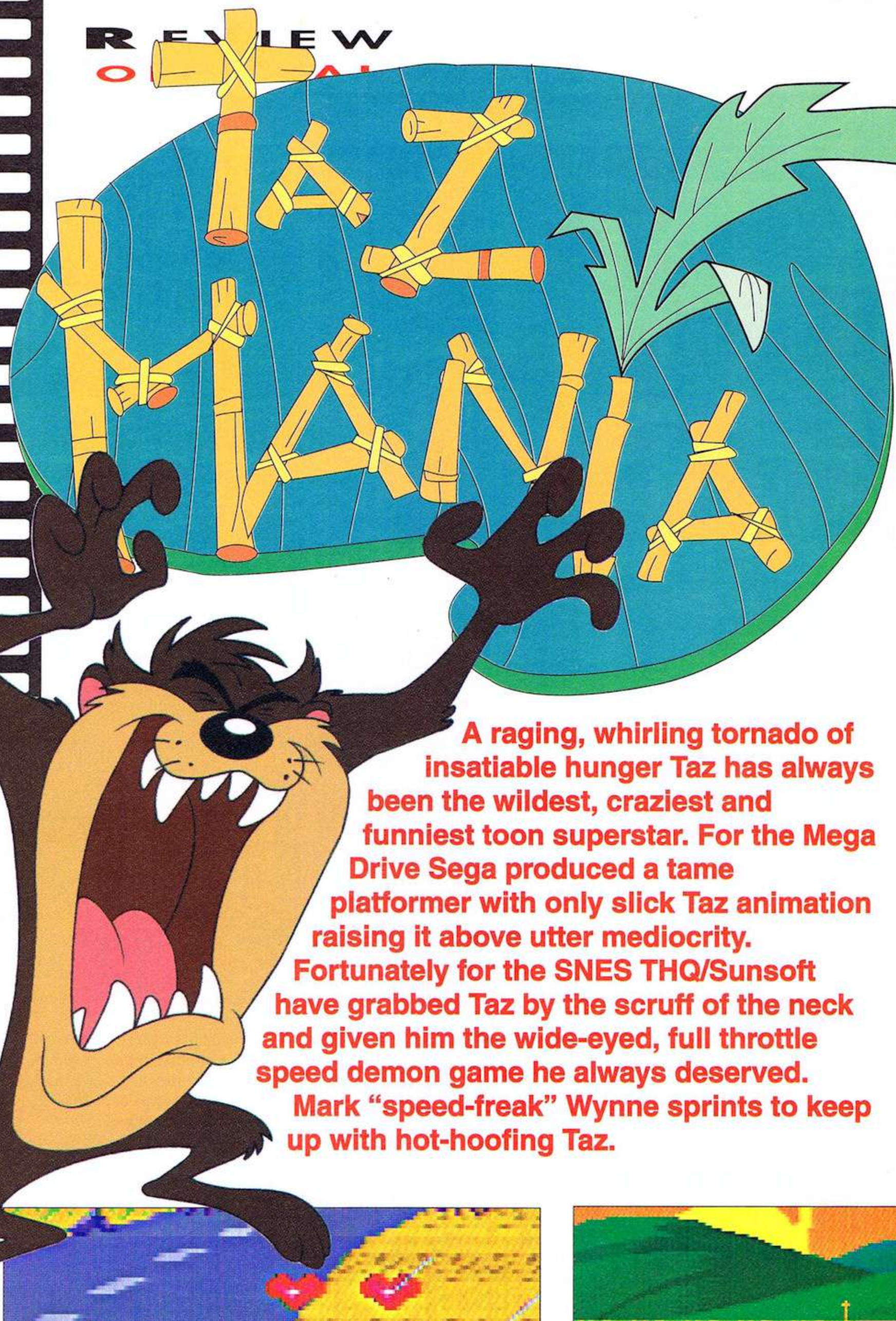
GRAPHICS	76
SOUND	70
GAMEPLAY	71
LONGEVITY	73

PROSCORE
72
SCOREPRO

A SCOOPER, NOT A POOPER!

SUPER PRO

REVIEW



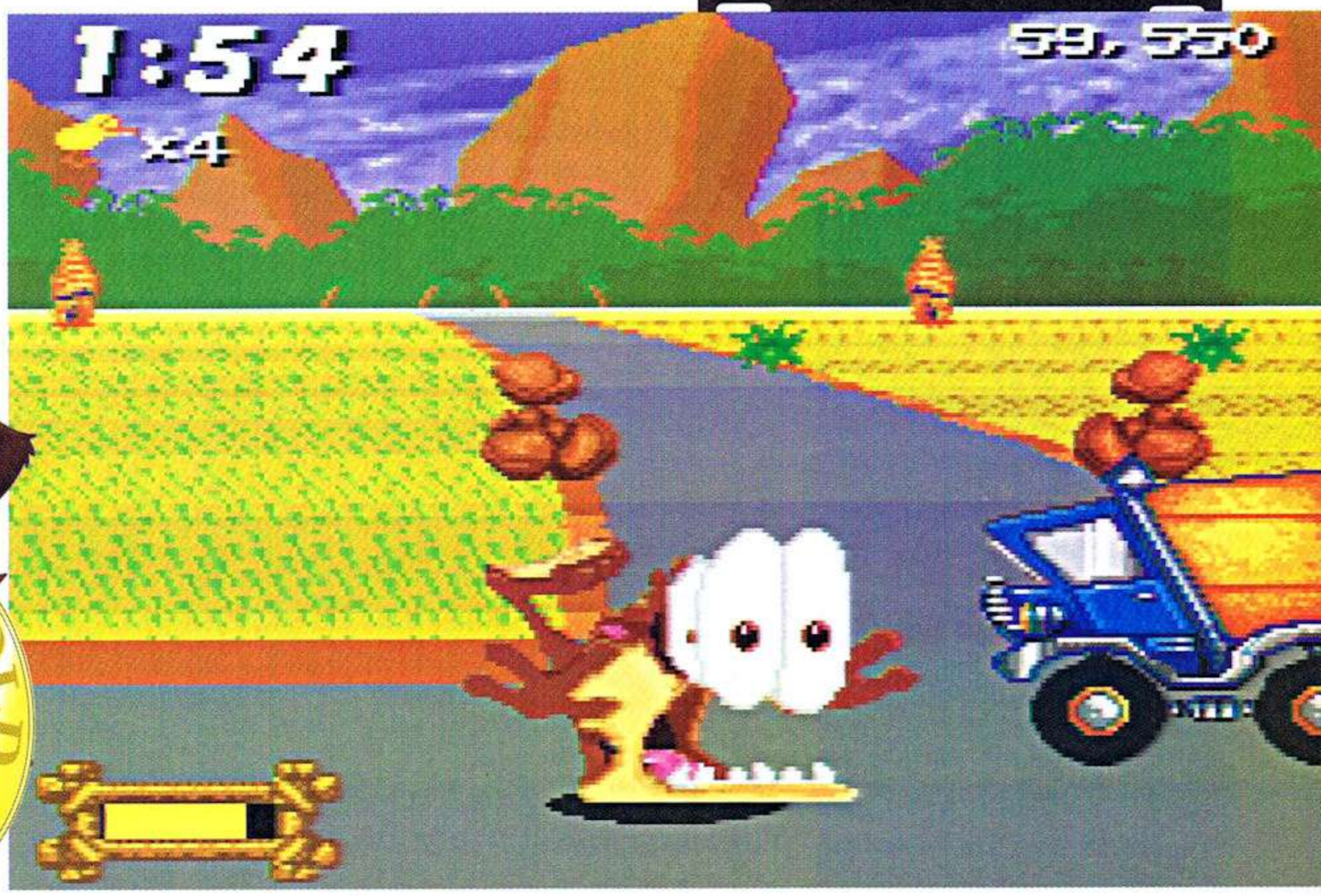
A raging, whirling tornado of insatiable hunger Taz has always been the wildest, craziest and funniest toon superstar. For the Mega Drive Sega produced a tame platformer with only slick Taz animation raising it above utter mediocrity. Fortunately for the SNES THQ/Sunsoft have grabbed Taz by the scruff of the neck and given him the wide-eyed, full throttle speed demon game he always deserved. Mark "speed-freak" Wynne sprints to keep up with hot-hoofing Taz.

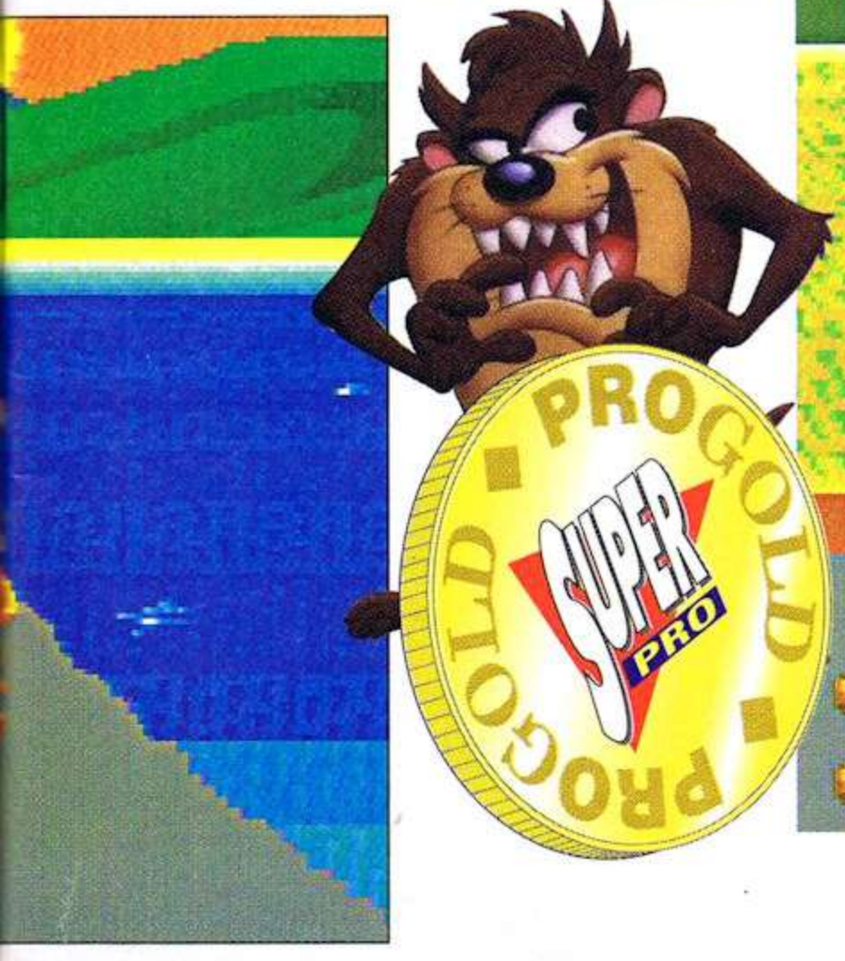
As soon as Taz appeared on screen, tongue lolling, hands waving impatiently, snarling at everything for no good reason, everyone's heart warmed to the ugly devil. After a few minutes of tearing across the screen, grabbing, jumping, snarling and falling over, it became obvious Taz is the new hero of SNESville, the most brilliantly animated cartoon character yet.

Taz is particularly energetic because he's starving hungry. Unfortunately for the masticating monster, his favourite food happens to be fast food. No, not cheeseburgers, but kiwi birds, scooting noiselessly about, tempting Taz with their tender, yellow bods. Chasing them down is essentially a 3D racing game, with Taz in pole position.

Reaching out and wolfing down kiwis is the aim of the game. But kiwis are nifty fellas, altering their speed and leaping up into the air as they see Taz approach. Fortunately Taz is pretty manoeuvrable himself. He can sprint forward or turn around and race backwards to catch a bird he's passed. He can also brake by digging in his heels in a cloud of smoke or zip up to top speed via a Tornado Spin which cuts through all but the most solid obstacles

Above, Taz isn't happy. It's raining and he's got just 14 seconds to get 3 kiwis! On the left Taz goes back for a kiwi seen in the rear-view mirror. Taz is perfectly controlable this way but obstacles are hard to spot!





Right, Taz tornado! What a ratty Taz he is. Below, an Acme Tour bus flattens the devil.

Above, Taz-tired after a successful round. Below, Buddy Boar narrowly misses your Taz.

(although it also drains energy).

One thing's for sure – Taz is *really* hungry. If he doesn't gobble down the required number of kiwis inside the time limit a life is lost. So speed's the thing even if the road gets narrower and narrower, while hills loom up to cut out your view of oncoming traffic. Early levels don't have that much traffic but the further you get, the harder it gets – soon making the Indianapolis 500 seem like a quiet Sunday drive, with you running against oncoming racers!

Your most persistent enemy is the Bull Gator and Axl team. These whizz about in scooter and sidecar, swerving wildly to flatten Taz. They also litter the road with a variety of obstacles, including oil slicks, dynamite and black holes. A Tornado Spin or a good jump will avoid most of these – and if you've got the nerve you can spin attack them, hit them right and their motorcycle splits in two! Be warned though, their later level attempts to trap ol' Taz become very devilish. Watch out for the nets!

Luckily, Taz has a rather handy rear view mirror, but you try looking at it when you're concentrating on the road! One usually welcome sight is Didgeri Dingo, the Acme delivery man, who tootles along on his scooter handing out packages. Besides energy and points boosting meat and bones there's roller-skates and spring-shoes to really put zip in Taz's stride. Unfortunately, Didgeri sometimes gets mixed up, giving Taz a steel trap or a sizzling stick of dynamite. Sad Taz.

There are five Acts in the game, each with several individual tracks boasting their own characteristics and even weather conditions. When an Act is completed, a bonus round arrives, giving Taz a clear road to pig on Kiwi birds for extra points. As you progress the opposition levels get ever tougher. Get ready for a bow 'n' arrow armed Bush Rat, pterodactyls which squawk overhead grabbing your arms and carrying you backwards. Then there's the furry critter which sits on your head – when this happens massive fingers obscure the screen just as Taz's vision is obscured. But worst of all is the hormonally imbalanced Tazmanian She-Devil, who chases after Taz in pursuit of a snog. If she catches Taz a life is lost!

Taz-Mania is a superbly polished product, with enjoyably huge sprites, a convincing illusion of speed and depth but most importantly, mountains of fun. The cartoon-style sequences Taz goes through when he gets run over, exploded, drowned etc are all simply brilliant. Admittedly, there isn't a great deal of gameplay variety, but with playability this high I can't see anyone getting bored with Taz. It's simply so white knuckle fast and frightening, you'll be jumping about yourself, frantically squinting at the horizon searching for kiwis and honking buses. *Taz* is arcade quality entertainment so go out and buy your own Taz now!

PRO TIP

Jump when a rising hill obscures your view ahead. Also, watch the traffic lights at crossroads – they do work!

Publisher: THQ
Tel: 0372 743744
Price: £44.99
Out: June 29th

Players: 1
Skill Levels: 1
Cart Size: 8Mbit
Save Game: No
Features: Three continues – Taz!

CONTROLS

- ▲ Run forward.
- ▼ Slow down/run backwards.
- ◀ Left.
- ▶ Right.
- X Tornado spin.
- Y Grab/eat/push.
- A Brake.
- B Jump.
- L Look around (at junction for traffic).
- R Throw a tantrum!

PROS: At last! – an original game. Taz moves like the clappers with the road rising up in stomach-churning hills and twisting all over the place. The tunes are suitably toon-like, with a good bass-heavy drumbeat, and the FX are fantastic. Taz muttering to himself is brilliant. Lots of point scoring opportunities make it a good high scoring game.
CONS: Can get a little repetitive.

GRAPHICS	94
SOUND	89
GAMEPLAY	90
LONGEVITY	89

PROSCORE
90
SCOREPRO

SIMPLY TAZ-TASTIC!

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WARP DOG

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DOFF! WHERE AM I?

WELCOME TO PLANET SPONN, TOBY!

EH?

WHO'S THAT?

NEVER MIND.. I COULD BE IAN BEALE OFF "EASTENDERS" FOR ALL YOU KNOW. THAT IS NOT IMPORTANT. WHAT IS IMPORTANT IS THE TASK YOU MUST FACE....

YEAH? AND WHAT TASK IS THAT?

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HI!

OR...

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SUPER PRO

REVIEW IMPORT

Pop 'n TWIN

Besides coin-op giants such as *Nemesis* and *Salamander* Konami has also produced more obscure games like *Bells and Whistles*. This splendidly silly game was converted to the NES and PC Engine ages ago, now it's been re-animated and reworked as a SNES spectacular. Dave "cutesy" Westley investigates whether or not the old gags still work.

Pop 'n' Twin Bee started life as a silly cutesy coin-op – and Konami certainly haven't changed that – the game still positively bulges with Japanese weirdness. Of course this alone is enough to put some people off, but after the glorious gameplay of Konami's hilarious *Super Parodius*, some challenging blasting as well as plenty of giggles could legitimately be expected.

Your objective in the game is the destruction of an evil professor whose alchemy has created some very bizarre enemies for you to fight. These range in size from the humble but deadly pineapple (!) to guardians that fill three quarters of the screen. There's a robotic and moustachioed face with mechanical bugs on its tongue, a metallic crab, numerous spaceships and the biggest robot ever on the final level!

Unsurprisingly, your fighter is just as silly as any of the baddies, a rather plump little sprite which drops bombs by hand! It also has a standard photon laser and a special weapon. The bombs remain the same throughout the game but the laser can be upgraded into a multi-directional laser or a puffy-cloud-firing gun! Stranger, however, is the special weapon, a smart bomb really. Press 'A' and masses of tiny Twin Bees are regurgitated from our hero's mouth to collide with everything on screen. Quite disgusting!

To upgrade the laser you need power-ups obtained by shooting clouds, which release bells that change colour when shot. Gold bells give extra points, blue bells speed you up, purple bells change your weapon and the green bells, well they give you babies! Erh, I mean orbitals – guns which orbit around firing as you do. If you manage to collect five baby bees you can have a gun firing at every point across the screen.

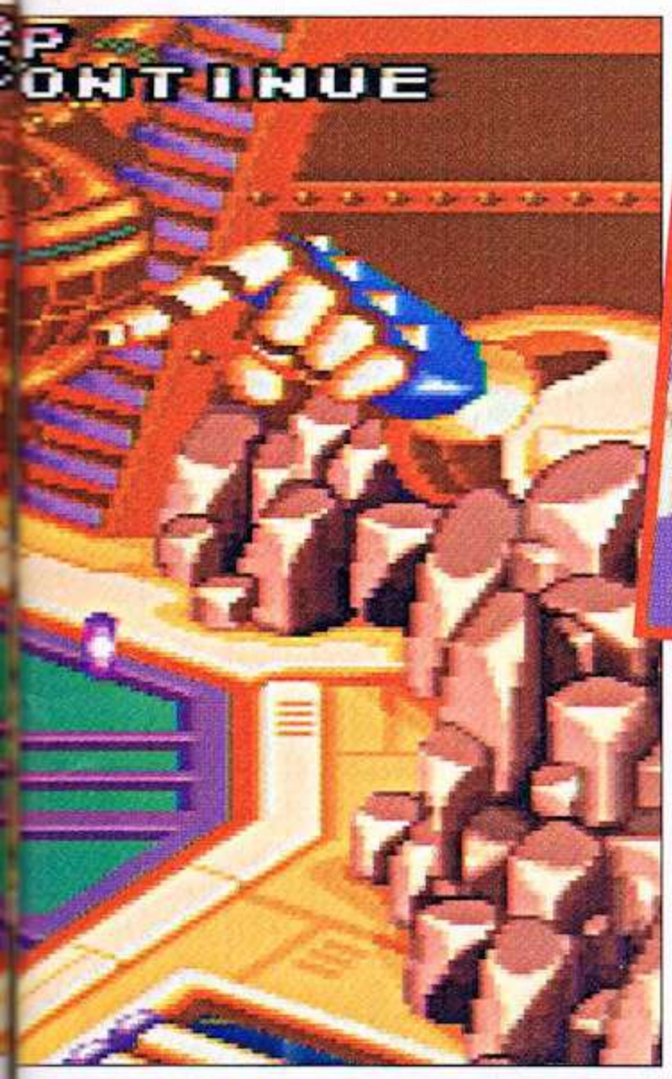
All this firepower is good fun, and the power-ups together with the eye-poppingly bright graphics make it easy to lose yourself initially. Unfortunately, the genius of the Konami graphic and sonic artists can't quite cover up the fact that this is, basically, a very,

PRO TIP

Use your bombs to blow open buildings, exposing hearts for extra energy.

REVIEW
IMPORT

N BEE



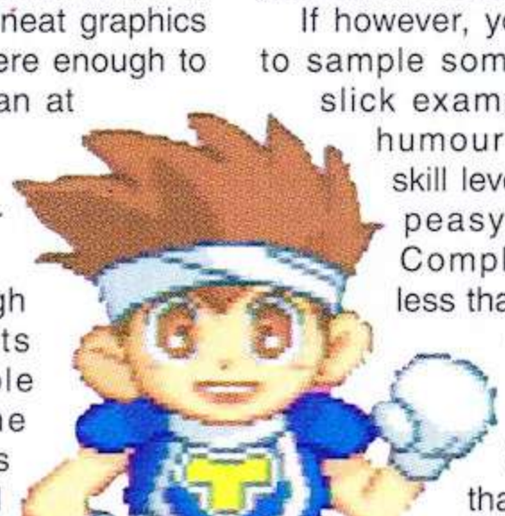
The moustachioed and mechanical man beastie. From his spindly finger tips come lasers, from his chip munk mouth, ugly bugs. Dangerous!

Shoot the walking pineapples (above) with your bombs. If you're lucky your vital energy will be restored. Good Luck!

very old game. A veritable geriatric in fact, which remembers when a few power-ups, some neat graphics and lots of silliness were enough to ensure a hit – in Japan at least.

Time has moved on though and, rather ironically, *Super Parodius* set such high standards with its innovative, enjoyable gameplay and the wittiness of its jokes that this reanimated old fogey seems pointless. Under the initially impressive surface lurks a dated, repetitive game which a few imaginative end-guardians just can't rescue.

If however, you do feel tempted to sample some admittedly very slick examples of Japanese humour then beware the skill level – this one's easy peasy, lemon squeezy. Completing it will take less than a morning on the easiest setting and no more than a few days on the hardest. A coin-op that Konami should've left in its own, very private, museum – even Tecmo's *Flying Hero* will provide more lasting interest!



Publisher: **KONAMI**
Distributer: **CONSOLE PLUS**
Tel: **0532 500445**
Price: **£57.99**

Players: **1-2**
Skill Levels: **7**
Cart Size: **8Mbit**
Save Game: **No**
Features: **Seven continues.**

CONTROLS

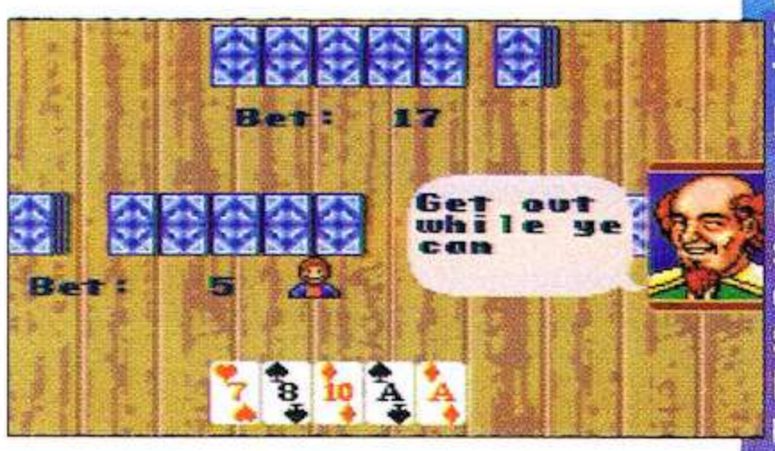
- Move up.
- Move down.
- Move left.
- Move right.
- X – No function.
- Y – Bomb.
- A – Laser.
- B – Special weapon.
- L – No function.
- R – No function.

PROS: Slick graphics and sound, just as we've come to expect from the great Konami...
CONS: but the gameplay offers very little that is new, and nothing involving enough is offered to raise the game above average status.

GRAPHICS	70
SOUND	69
GAMEPLAY	55
LONGEVITY	53

PROSCORE
61
SCOREPRO

WELL BELOW PAR FOR KONAMI.



Back in the Sixteenth Century much of the Earth's surface was a mystery and many people still feared falling off the edge of the world! Your task is to sail into this unknown, discovering new trade routes for money, prestige and romance! Dave "Old Git" Westley chomps on his plumy pipe and sets sail for adventure.

UNCHARTED WATERS

Although you begin with just a tiny sloop, your objective is not only to replace your ship but to build a vast armada of them. And as your fame grows more people will seek you out, offering ever more profitable missions. Eventually the king of Portugal himself will call on you and, if you're successful, you'll be rewarded with the nobility you so desperately need to marry his daughter.

To build up your fleet you must earn money by trading between ports, buying where goods are cheap and selling where they're expensive. Information as to where to buy and sell is gained by visiting the taverns in each port. Here you'll also learn about merchants looking to hire ships, find crew looking for work and get a chance to gamble. Poker or Black Jack both provide means of gaining (and losing) money. Poker is an especially good way to build up your funds, even if your card skills are very rudimentary.

Another way to increase your wealth substantially is piracy. Don't even think of it early on into the adventure however! Your vessel is tiny compared to others and most are protected by big gunships. You also have to think politically. Never, ever attack a Portuguese vessel. You are, after all, attempting to marry her future queen.

All this complexity makes *Uncharted Waters* sound rather good. Unfortunately it isn't. Firstly, both the graphics and the animation are worse than awful. Secondly, it's much too easy to die. Thirdly, most of the time is spent watching your ship bob up and down on the water – there's no way to speed up travel between ports. Fourthly, the control system is terrible and, finally, you'll find yourself repeating the same routines over and over again.

Together these factors undermine what was a very promising game idea. There's no doubt that an awful lot of work has been put into the cart and indeed if you have the patience many, many months will be required to complete this challenging game. However, chances are you'll soon tire of the slight delights on offer and rummage around for something like *Zelda*, a truly enjoyable RPG.

Publisher: **KEOI**
Supplier: **GAMES MASTER**
Tel: **0202 549721**
Price: **£39.99**

Players: **1**
Skill Levels: **N/A**
Cart Size: **8Mbit**
Save Game: **Yes**
Features: **16th Century history.**

CONTROLS

- ▲ Move hero up.
- ▼ Move hero down.
- ◀ Move hero left.
- ▶ Move hero right.
- X No function.
- Y No function.
- A To enter places at port.
- B To access sailing commands at sea.
- L No function.
- R No function.

PROS: An interesting scenario with plenty to do, lots to discover and a great deal of money to be made...
CONS: ...unfortunately with terrible graphics, control system and gameplay the chances are you'll die, or switch off, before you've even whiffed any pieces of eight.

GRAPHICS	15
SOUND	30
GAMEPLAY	22
LONGEVITY	38

PROSCORE
28
SCOREPRO

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SUPER PRO

REVIEW
IMPORT

GEMFIRE

As you advance through the game, the battlefields become more complex with the addition of rivers and bridges (right). Things are hotting up for our magician (left).

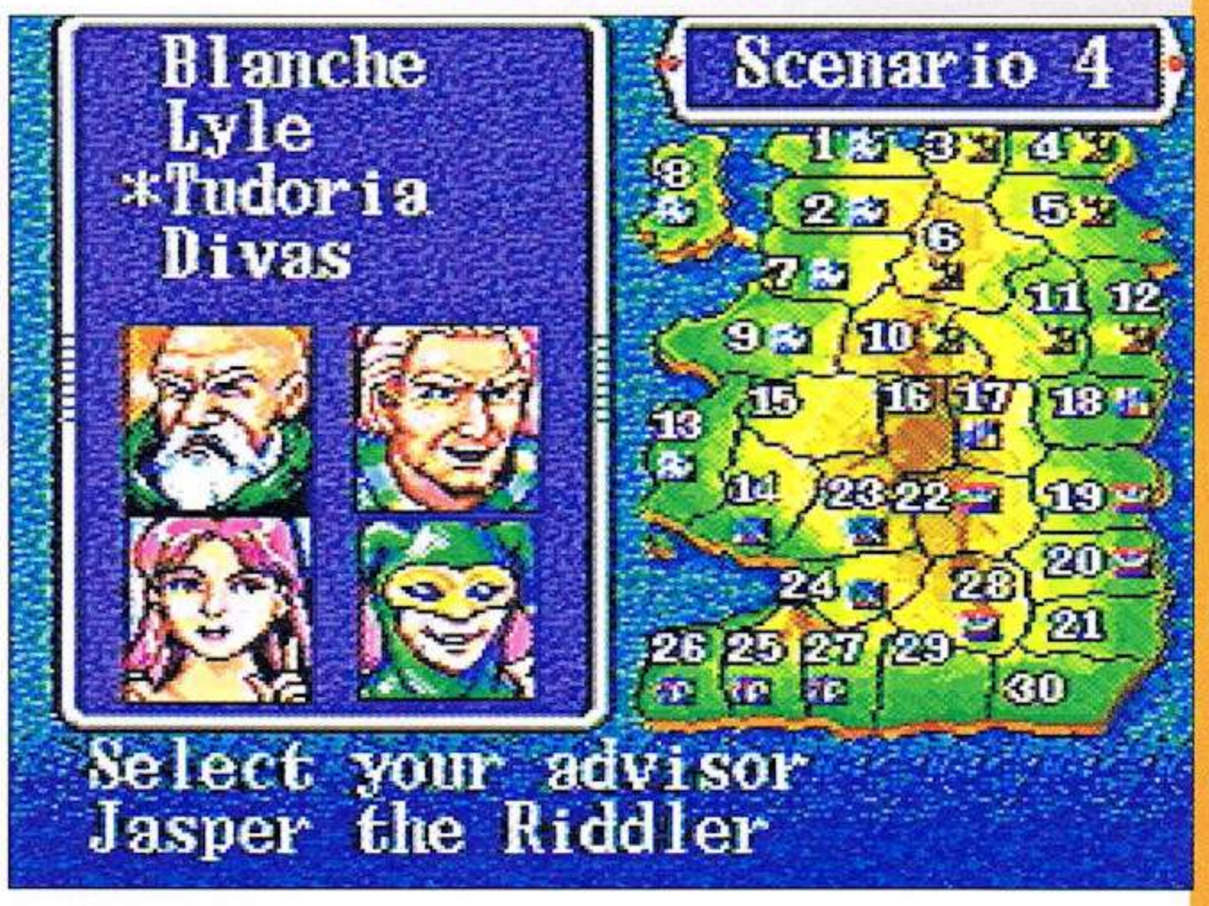
Unsurprisingly, *Gemfire* revolves around gems, six gems to be precise, which are held by the magicians of six feuding families in a fabled land called Ishmeria. An interesting intro sequence gives you a quick run down on how the gems were separated and the families that now hold them. It also tells of the evil power-crazed ruler, King Eselred, who possesses the most powerful gem of all, the Dragon Gem (complete with authentic dragon!). Eselred has plans to reunite the gems and take over Ishmeria using his vast legions of soldiers, and guess what? It's up to you to stop him!

You start the game off by choosing a family to control, there are six to choose from, and each clan is in possession of a certain amount of the land's provinces. Although the basic principle behind *Gemfire* is relatively simple – invade and grab the gems – there is more to it than meets the eye. For a start, the game years are divided into months with real seasons. You must cultivate crops and sell them for gold in order to recruit your armies. There are also all manner of trials and tribulations sent from above to test you, such as floods, fires, earthquakes, snowstorms and even outbreaks of the dreaded plague!

By far the most interesting and strategic part of *Gemfire* are the actual combat sequences. In these your units must plot a series of attack patterns in which to ambush the opposing forces and gain control of the province. These combat sequences are quite complex, involving some elements that chess players will find strangely familiar, and it is this that gives the game its astonishing addictiveness. The combat scenes consist of two parts, the first being where you plot your actual moves, and the second being an animated battle sequence showing the armies locking heads in mortal combat.

Although the graphics won't have you foaming at the mouth in

With the exception of *Sim City* and *Populous*, decent strategy games on the SNES are scarce, so when a loyal and devoted reader – Bob Goodwin to be precise – gave us a call about an obscure title called *Gemfire* it all sounded rather ominous. That was until the chap in question popped round, cart in hand to show us that there's life in the genre yet! Here's Bob and Ryan's frontline report...

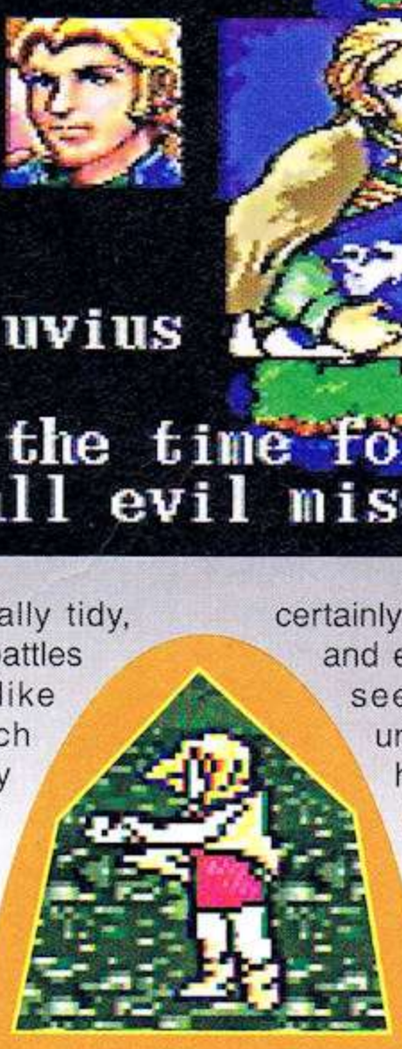


This motley crew (above right) is the selection of advisors available to assist you in your gem quest. The interesting intro sequences give you a full rundown of the quest on which you're about to embark on (below).

ecstasy, they're generally tidy, clear and concise with battles looking somewhat like chess set-pieces. Each individual attack is nicely animated (the Bugbear monster attacks by jumping up and going "Boo" at the enemies!), and the opening storyboards are quite pretty.

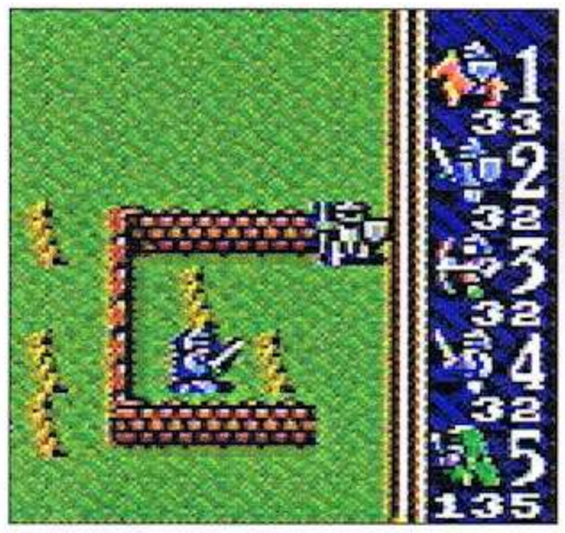
Music is jolly if a little uninspiring, but the tunes pale into insignificance compared to the brilliantly addictive gameplay. There's even a two player game to really destroy any hope of getting fed up with playing the computer. Try it and watch in awe as your friendships go down the pan!

As strategy games go, this is certainly one of the most detailed and enjoyable offerings we've seen in a long time. It's unfortunate that it doesn't have the same striking graphics as *Populous*, or the immediate pulling power of *Sim City*, as this may affect its chances of appealing to a wider audience. Newcomers should approach with caution, as this head-first plunge into a complex, strategic world may come as a harsh shock to the system. However, if you're looking for a convincing alterenative to run of the mill shoot-'em-ups, beat-'em-ups and driving sims, and fancy a real challenge, then buy *Gemfire*. You'll soon be exercising more than your hands!



PRO TIP

If you leave your province undefended, you can be attacked by any neighbouring enemy, so keep your borders and enemies as low in number as possible.



Things are looking rather bleak for this sorry bunch of ill-equipped troops (above).

This grizzly-looking giant looks as though he's been lifted from an old Sinbad film (above). What an ugly toad.

Publisher: **KOEI**
Supplier: **VIDEO GAMES BOX**
Tel: **0425 616705**
Price: **£49.99**

Players: **1-2**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **Yes**
Features: **Animated battle sequences, highly detailed gameplay.**

CONTROLS

- ▲ Move cursor/troops.
- ▼ Move cursor/troops.
- ◀ Move cursor/troops.
- ▶ Move cursor/troops.
- X No function.
- Y No function.
- A Choose icon/Attack.
- B Cancel command/ Combat menu.
- L Call/Dismiss advisor.
- R Call/Dismiss advisor.

PROS: Compulsive and thought provoking game-play, strategy at it's best.
CONS: Being quite complex, it takes a while to get into especially as the graphics are more functional than attractive.

GRAPHICS	75
SOUND	65
GAMEPLAY	85
LONGEVITY	80

PROSCORE
83
SCOREPRO

MEDIEVAL MILITARY MANOEUVRES.

SUPER PRO

REVIEW

IMPORT

NIGEL MANSELL'S World Championship

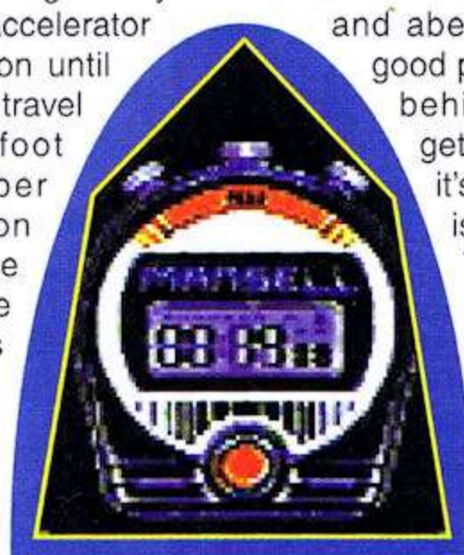
Brmmm, Crash, Crash, Broom, Nrrrrm Crash! Ah! Sweet memories of silly summer afternoons spent playing with Matchbox cars and mounds of mud, erm.. I mean garages and police stations. Ah yes, Dave remembers it as if it was yesterday, (probably because it was – Ed). Nowadays though, inedible chips have created digitized toys, with Mansell's shiny state-of-the-art F1 car starring in the latest SNES race game. Dave "muddy knees" Westley goes for another crash...

On the left, the moustachioed man himself. No longer in Formula One, he's gone to America to bump about, and win, in his Indycar!

So it's into battle you madly go with engines roaring, gear stick twitching, nerves fluttering and tyres fraying. Foot on the accelerator you keep the brake on until the four green lights travel to red. Then it's foot away... Burnt rubber joins with the carbon monoxide choking the officials, whilst the million cc engines deafen the deafening crowd.

All is confusion at first – cars jostle and bump each other and then the track clears. The Sennas and Prosts are already clear away, the rest trail vital seconds behind. You'll find yourself between these two groups, alone after those first confused moments - just as well since mastering the bends will require virtually all of your precious concentration.

Graphically everything appears to be excellent. The road, composed of thin black and grey strips alternating rapidly, results in a brilliant sensation of speed, aided and abetted by the startlingly good perspective - moving up behind a car, watching it get bigger and bigger until it's directly in front of you is just a stunning effect. The sky is beautifully graduated – although not quite so impressive with blobby rain – and the backdrops change according to the circuit - there's even tunnels on the race track at Monaco.



PRO TIP

Often you'll find that breaking is unnecessary. Just take your finger off the accelerater as soon as you see a bend coming.

Probably the most impressive thing though, is the wonderfully hilly terrain, which makes a nice change after the flat as a pancake courses in *F-Zero* and *Mario Kart*. The hills obviously aren't huge, this being an F-1 game, but they further enhance the realistic look.

Sadly the sound FX aren't so

Pit stops (right) allow you to change tyres, replacing damaged ones and/or changing to wet or dry tyres.

All the info you need is on screen (above). Map and lap indicator (top left), lap time, best time, how far behind leader (top centre) and race position, rev counter, gear and tyre damage (right).

To begin with you bang about in the game as if it were a stock car race and it's as well you can accelerate back up to speed so quickly – and unrealistically. Once you *really* get into the game however it's not so bad; you use the brakes more and there's less crashes, the stunning sensation of speed impresses itself on you again.

Where *Mansell* does have an edge over the Nintendo games is in its options. There's a full Grand Prix championship to compete in, complete with a password save, and a rather smart mode where Mansell gives you a personal overview of a circuit, 'Reduction in air pressure means less drag, but oxygen starved engines mean less power.' Mansell then takes you around it, advising which speed you should be at for the various corners and so on. Other options allow you to enter your name and nationality, choose between various control keys – one using an upside down controller!

The most important option is where you change the set-up of your car. This happens before each race and at first you'll probably go with the computer's default settings. But soon you'll be twiddling away, tuning your car to utter perfection. You have control over the airfoil, the tyres and the gear ratio. Unfortunately the realism is muted by there being just three settings for each: anyone familiar with EA's *Ferrari F-1* Amiga game (which had wind tunnels to test various aerofoil settings), won't be impressed.

Mansell isn't then up to the world-beating class of the real car. It lacks sophistication in racing feel and off-track modifications. However it looks good, moves very fast and is certainly very playable. *F1 Suzuki* is a lot more realistic (and has a two-player mode), but it's also a lot harder to play. The Mansell name's bound to bring in big sales for Gremlin's cart and certainly most people won't be disappointed with this speedy, playable racer.

good - a revving engine which sounds like a dentist's drill is rather silly (and annoying), and a "crash" which sounds like two pieces of wood being knocked together is just ridiculous. Still there are some average tunes to turn on which partially obscure such unfortunate annoyances.

The worst problem with *Mansell* however, is not the sound but rather the game's 'feel'. It's not bad, just not that realistic with little sense of inertia. Realism isn't enhanced when crashing into a road sign at 300km/h simply results in a pitiful ker-thunk sound and some loss of tire grip (representing energy.) And if you lose all your grip then the screen slowly fades away with no crash, mutilation, blood or anything – terrible! Where is the gore? The drama?

Publisher: **GREMLIN GRAPHICS**
Supplier: **CONSOLE CONCEPTS**
Tel: **0782 712759**
Price: **£60.00**
UK Release: **September**

Players: **1**
Skill Levels: **Simulation and arcade mode**
Cart Size: **8Mbit**
Save Game: **Password**
Features: **Mansell advisory mode.**

CONTROLS

REDEFINABLE

- ▲ No function.
- ▼ No function.
- ◀ Move left.
- ▶ Move right.
- X Accelerate.
- Y No function.
- A Break.
- B No function.
- L Gear down.
- R Gear up.

PROS: Excellent graphics create a stunning sensation of speed. Very useful Mansell Mode to advise on what tactics to use for each track.
CONS: No two player option, awful sound effects and no gruesome crashes.

GRAPHICS	87
SOUND	60
GAMEPLAY	75
LONGEVITY	77

PROSCORE
74
SCOREPRO

UP AND DOWN AND NOT JUST ON HILLS

SUPER PRO

REVIEW
IMPORT

TUFF E

Is *Tuff E Nuff* really tough enough to rival *Street Fighter II*, the game that finally confirmed to Mega Drive owners that they'd bought the wrong machine? Or are we about to witness yet another sad and sorry excuse for a wannabe *SFII*? Daring Dave Westley investigates the whisper that Ken, and his mighty clan, are about to fall.

On the right, the four rather beefy characters that you're able to play.

The chances of *Tuff E Nuff* actually knocking *SFII* off its mantle may seem remote, but Jaleco have at least made a serious effort. After a legion of awful clones they've gone about it right: 16Mbits, eleven different characters; eleven different locations and, most importantly, 20-25 moves per character. There's even a smidgen of originality with an Action Replay mode which allows you to re-live the last ten seconds of your victory. Only the winner can decide whether to play it or not, so there's plenty of opportunity for you to drive your opponent absolutely mad!

Tuff E Nuff is very much an *SFII* clone though and the options reflect this. You can have a best of three head-to-head with another player, and although you can't play the same character, Syoh and Zazi (like Ken and Ryu) are so similar that a fair contest is possible. It's a pity that there's only four characters on offer, but by way of compensation, in one player versus SNES mode you can choose to meet any of the computer controlled opponents, except King Boss. To get him you have to enter the 'Story' mode, the game proper, where you have to fight all the characters on your way to overthrowing him at Tower Heights.

PRO TIP

Rotate the control pad from down to left or right for fireball attacks!

Undoubtedly the best thing about *Tuff E Nuff* is the four characters you can play. All have their own distinctive personalities, are smoothly animated and offer plenty of moves which can be executed quickly and effectively. These guys (and gal) make *Tuff E Nuff* a contender for the crown. And enemy sprites are just as good. Dolf fires bazookas at you, Sirou is a Samurai, whilst K has the longest artificial arms ever and hooks for hands!

A nice, if not a touch gruesome, feature is how a character's face

Zazi

The mighty Zazi is strikingly similar to Syoh, except that he's black and as bald as a coot (whatever that may be!). He is also another child of the street and as such has picked up all the same routines as Syoh. So if you want to be certain of a fair contest, Zazi vs. Syoh is the best combination to choose. Both Syoh and Zazi are all rounders, both are able to defend and strike from almost any position, and both have a deadly close quarter move.

E NUFF

Above, Vortz practices the strangle hold. It's not the most comfortable way to be lifted from the ground, especially since you're then hurled down and stamped on!

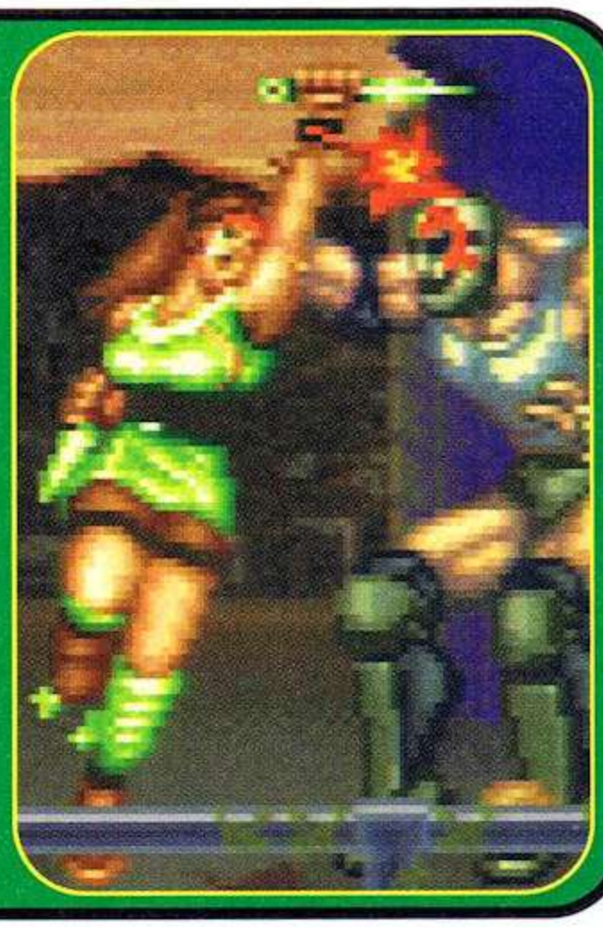
Vortz

Vortz is the bully beef of the team, overshadowing even the mighty Zangrief with his size. Not surprisingly then, he's not the fastest creature alive. He is however, one of the strongest, specialising in back breaking throws including the strangle move. This is where his opponent is held by his neck, shaken, and then hurled back down towards terra firma, very much stirred. And he's capable of worse. His special move involves running at his opponent, concentrating all his body weight into one blow!

Above, the giant Vortz takes on the final guardian. Big, bad and brutal, he's nevertheless out-played by the guardian's ability to muster nature's primordial energy and slam it in his face!

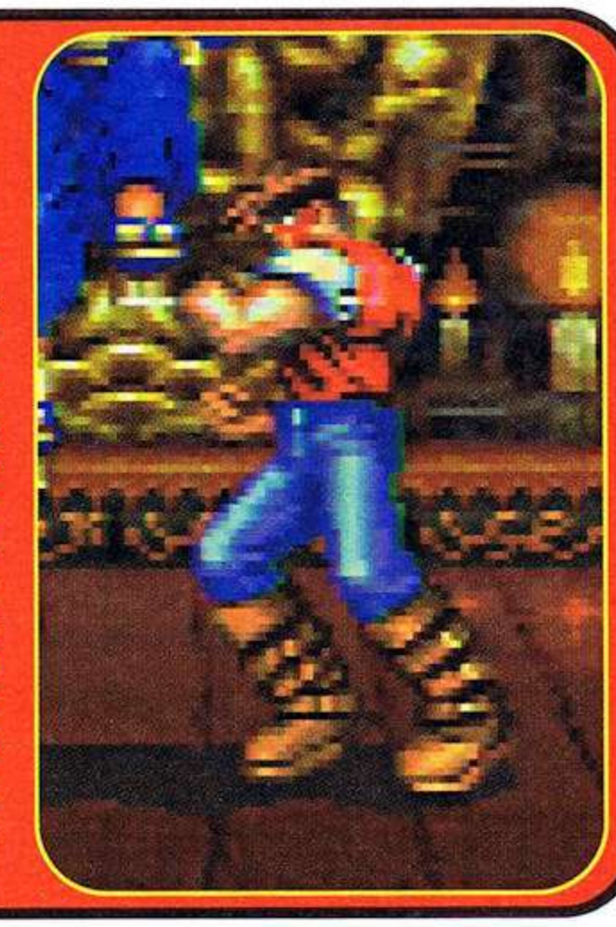
Kotono

Kotono is the not so nancy girl. Silver blades in both hands, she's well versed in the art of the knife. Besides lunging, slashing and making diving attacks she can hurl a pair of knives. She's a killer. Indeed her only real weakness lies is the fact that she's not quite as tough as the others and a few well timed hits and/or kicks will be her undoing. Still, she's fast, so fast that it's more than likely she'll have knocked you down before you've had time to blink, let alone think!



Syoh

Syoh's tight pants and sleeveless T-Shirt make him look like John Travolta in *Saturday Night Fever*. Ugh! But what he lacks in dress sense he makes up for in moves. Perhaps the greatest all-rounder, he has a punch and a kick for all situations. In the air he can dive bomb his opponent, whilst his upper cut defends him from being attacked from above. His best move is the blue-white energy he can unleash upon his opponents in close quarters, literally knocking them for six.



The blood reveals that Dorf (above) is winning, even if he doesn't know how to use his bazooka properly!

gets increasingly bloody as their energy bar diminishes!

However there's not enough overall to seriously challenge *SFII*. Firstly the backdrops pale in any comparison to *Street Fighter*'s, secondly you can only choose between four characters (instead of eight), and finally, only four of the six buttons have been utilised.

Together, these factors conspire to produce something inferior to *Street Fighter II* which is still, even now, an almost perfect game. But *Tuff E Nuff* is an excellent effort for a console game – remember *SFII* was developed as a coin-op with all the money that entails – it's just a shame that it didn't attempt to be a bit more original.

That said this is the greatest challenge *Street Fighter II* has had so far. A great deal of time and thought has been put in, and it shows. The game is immensely fun to play and is intelligent enough for combinations and counter-combinations to be necessary for victory. Discovering the special moves will moreover be immensely fun, as well as time consuming. It may, ultimately, be an inferior clone of a great game, but it is still a very good clone (at last!) which deserves to do very well indeed.

Publisher: JALECO
Supplier: CONSOLE PLUS
Tel: 0532 500445
Price: £71.99
UK Release: July

Players: 1-2
Skill Levels: 3
Cart Size: 16Mbit
Features: Password system and infinite continues.

CONTROLS

- ▲ Punch upwards.
- ▼ Crouch.
- ◀ Move left.
- ▶ Move right.
- X Throw.
- Y Punch.
- A Kick.
- B Kick.
- L No function.
- R No function.

PROS: The excellent characters and huge number of moves, combined with good graphics, make this the closest thing to an *SFII* challenger we have.
CONS: However, the very average backdrops let the game down, making this very inferior, visually, to SFII. Using only four buttons instead of six also seems a waste, conclusively consigning this game to a firm second place on the beat-'em-up chart.

GRAPHICS	81
SOUND	79
GAMEPLAY	84
LONGEVITY	83

PROSCORE
81
SCOREPRO

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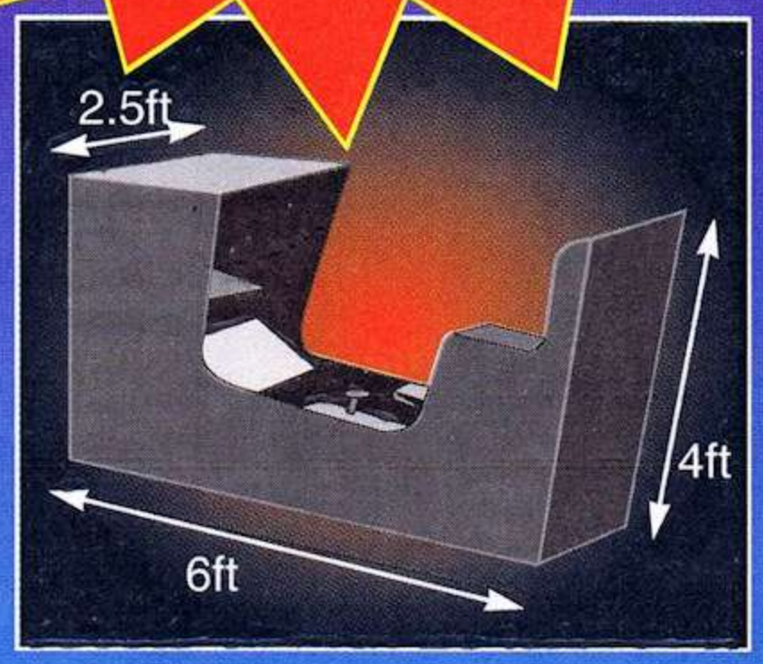

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SUPER PRO

FEATURE

ECTS

MARKET STALL MARVELS

Comparing the European Computer Trade Show to its American counterparts might be like comparing Dell Boy to Sainsburys, nevertheless this tiny event still boasted its share of exciting announcements. Stuart Wynne fought through London traffic to bring you the full low-down.

Asterix © 1992 Les Éditions Albert René/Goscinny-Uderzo.

With no admittance for members of the public there were certainly no fairground rides, go-kart tracks or human fly side-shows, nope, just lots of staid business people and lots of games, many only just starting on their long development paths. Nintendo's decision not to attend left the show open for third-parties to dominate, Sales Curve claiming *The Lawnmower Man II* had stolen the show while Interplay hyped *RoboCop vs Terminator*, Elite revealed news of the Super F/X racing game and TecMagik announced their long awaited SNES debut with a trio of big names.

ACCOLADE

Bubsy was on show but its release date keeps slipping, maybe even to late summer. After this feisty feline expect an ice hockey game (September) and baseball game *Hardball 3* (October).

ACTIVISION

This legendary software publisher is finally coming up to speed on the SNES with ***BioMetal*** being their newest product on show. The scenario is another one man against the alien hordes, with the latter being "half machines-half animals" unsurprisingly code named BioMetal. There's six levels,

"incredibly fast action... stunning graphics... lethal boss monsters... you have never seen so many sprites on your screen." Well that's the hype, and the graphics certainly looked impressive, but as always with shoot-'em-ups playability is the key. A September release date is planned for the UK but expect a SUPERPRO review soon.

The company's other UK September releases are ***Mech Warrior*** (90%, SUPERPRO 5), ***Shanghai II*** (63%, SUPERPRO 6) and a completely reworked version of IGS's ***Aliens vs Predator*** (see news).

ELITE

One surprise announcement at the show was Elite boldly stepping forward to reveal that they're the guys behind the first SFX racing game. We referred to it as *Super Hero Racing* in our last issue, Elite are now calling it ***Super Racing FX*** but that could soon change as the company pursues a licence endorsement, possibly from a high-performance car manufacturer. The game is an off-road racer simulator developed with the assistance of "a well known academic" who has worked on sims for Ford!

The game puts you in the role of a rally driver, competing in Europe's most intense off-road events. Although there were no screenshots the hype was impressive: "the most realistic driving simulation to date – on any format... It features dynamic simulation including suspension position of each wheel, oversteer, skidding, and spinning; full interaction with 3D terrain; replay; altered perspectives; light source and distance shading of objects; and analogue input via a SNES mouse."

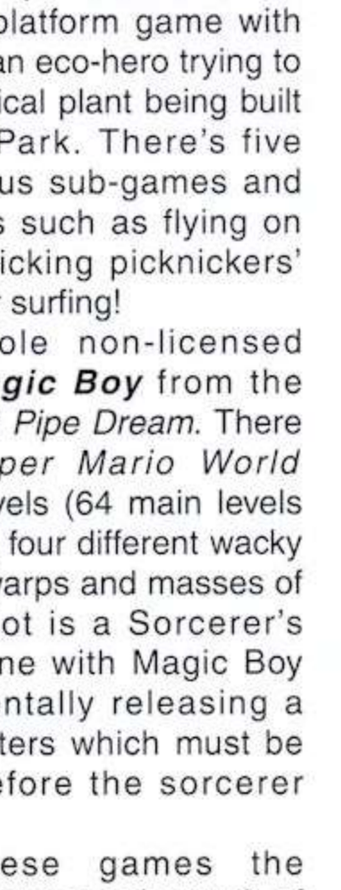
There were no other product announcements from Elite, but flyers were on show for ***Might and Magic II***. This American RPG, programmed by New World Computing, boasts 16,000 locations, 250 animated monsters, 96 spells, over 250 objects to collect and an auto-mapping feature. At 8Mbits with memory back-up this is supposed to one of the biggest RPGs yet. It will be released in the UK in August with its sequel appearing in November. Thankfully the tacky American packaging has been dropped in favour of tasteful map-styled artwork.

ECTS

EMPIRE

Basildon-based Empire revealed some more details about their quartet of SNES titles. ***Gazza*** is probably the most eagerly awaited as this is being programmed by Graftgold, the brilliant programming team whose *Paradroid* ranks as one of the best games of the '80s. Their contender for best SNES footie sim will feature large sprites and graphic sequences for goal, injuries etc, plus precise ball control with a large range of special shots which can be customized by the player.

Space Ace was the coin-op sequel to *Dragon's Lair* and Empire are labelling their conversion as "not a platform game." This is a not so subtle dig at Elite for simply using *Dragon's Lair* characters in a new, platform-type game. Empire are instead trying to convert over each of the coin-op's levels, using different game-styles to recreate the feel of the original game. Massive animations, huge monsters, hidden teleports and an action replay of the last level are promised in "the ultimate arcade game at home."



© 1990 Bluth Group Ltd.

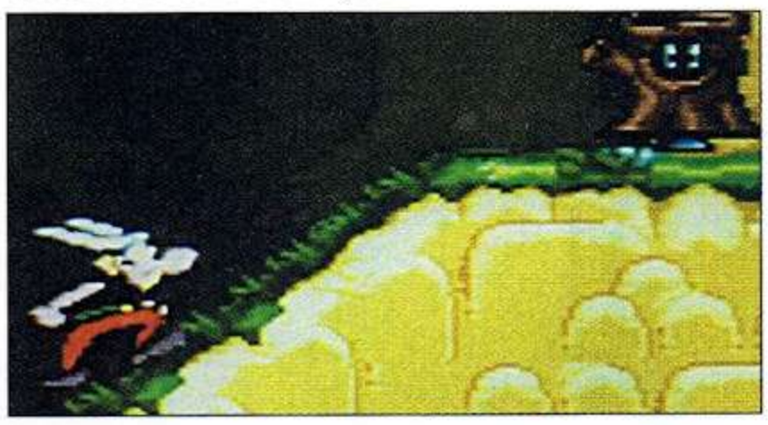
Yogi Bear, by contrast, most definitely is a platform game with Yogi becoming an eco-hero trying to prevent a chemical plant being built in Jellystone Park. There's five levels, numerous sub-games and cartoony antics such as flying on bald eagles, nicking picknickers' food and beaver surfing!

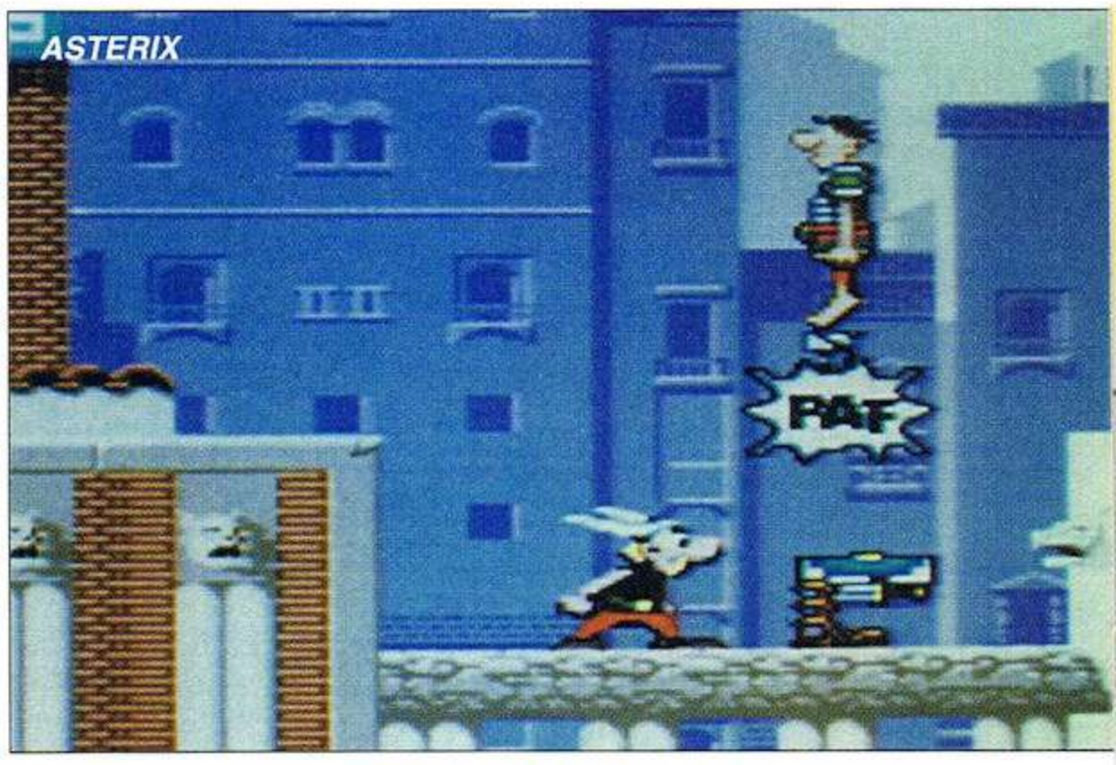
Empire's sole non-licensed product is ***Magic Boy*** from the programmers of *Pipe Dream*. There will be a *Super Mario World* equalling 96 levels (64 main levels and 32 hidden), four different wacky worlds, secret warps and masses of colour. The plot is a Sorcerer's Apprentice clone with Magic Boy Hewlitt accidentally releasing a legion of monsters which must be recaptured before the sorcerer returns.

Beyond these games the company's brochure made much of its 3D experience; Empire is "better placed than anyone to take advantage of the SFX machine and 3D technology." This heightened speculation that *Pacific Islands*, the sequel to tank sim *Team Yankee*, might be in development for the SNES.

INFOGRAMES

While *Full Metal Planet* continues in development Infogrames are now hyping ***Asterix***, a fast-action platformer with lots of hidden levels and some great cartoonesque animation on all the sprites. Expect this one toward the end of the year.





INTERPLAY

This California based company finally unveiled its "license of the year", and it is... ***RoboCop vs Terminator***. "You couldn't find two bigger stars than RoboCop and Terminator" commented Alison Beasley.

The game we played was still in a fairly primitive state but screenshots of later levels were very promising and if Interplay apply their customary polish this could be a great game. You control RoboCop in his efforts to track down the Schwarzenegger-shaped killer robot and there's plenty of ladders to climb, ropes to climb along and platforms to leap between. A UK October release date is planned.

JVC

Unsurprisingly *Super Star Wars* dominated this stand, but there are some new titles in the offing including a conversion of the legendary Amiga RPG ***Dungeon Master*** and a SNES version of the Mega CD game ***Jaguar XJ220***. The behind-the-car perspective is familiar but a nice twist is given to gameplay with players having to pay to enter races. If you don't earn enough money by winning then you're out! Both these game look set for an autumn UK debut, while the eagerly anticipated 16Mbit ***Super Empire Strikes Back*** is planned for Xmas!

KONAMI

No new announcements, just flyers for ***Batman Returns*** (June), ***Cybernator*** (August) and ***Sunset Riders*** (September). PC *Frontier*, the heavily delayed sequel to computer classic *Elite*, looks a perfect candidate for the 32-bit Nintendo CD-ROM Drive.

MICROPROSE

Super Strike Eagle was the main item here with ***Railroad Tycoon*** and ***F-117A*** not even being given tentative release dates, while SFX games could not be confirmed or denied.

OCEAN

The T-Rex sized mega-blockbuster ***Jurassic Park*** served as inspiration for the Ocean stand with plenty of potted plants creating a suitably jungle-like atmosphere. Unfortunately plans to show some of dinos in action was nixed by the film company who are planning an *ET*-style tease – no film footage of the dinos until the film is released (June in the USA, July here). Ocean were similarly reticent with the SNES game which, despite being in development for over 18 months, has yet to be shown publicly. The game will apparently be a mix of *Zelda*-style adventuring and beat-'em-up action with plenty of direct-from-the-movie samples.

The movie is Spielberg's version of Michael Crichton's bestselling novel where genetic engineering is used to bring dinosaurs back to life for an ambitious theme park. Of course the dinosaurs escape and cause much mayhem. Sam Neill, Lauren Dern, Jeff Goldblum and Sir Richard "luvvies" Attenborough appear in the movie, but the real stars are likely to be the dinosaurs. Expect state-of-the-arts special FX by ILM and Stan Winston (who won Oscars for *Terminator 2* and *Aliens*).

Other licences, deep breath, include ***The Untouchables, Radio Flyer, Addams Family II: The Movie, Dennis The Menace*** and new announcement ***Eke The Cat***. One original game is ***Mr Nutz*** and rumours remain hot about SFX games such as a conversion of the Amiga hit *Epic*.

PSYGNOSIS

The CD-ROM powered up ***Microcosm*** intro was inevitably one of the most impressive things on show, but while we await Nintendo to deliver their own CD-ROM hardware Psygnosis are beavering away on lots of carts. Their original blockbusting ***Shadow Of The Beast*** has been ***Super***ed for IGS and just needs Nintendo's approval to hit the streets. Also finished is ***Obitus*** for BPS, a graphically novel RPG which has been completely reworked for the SNES, and ***Dracula***, a side-view platformer for Sony.

To be published by Psygnosis themselves there's ***Puggsy***, a rather pudgy rival to Mario, and ***Wizzy & Lizzy***, a super-fast arcade game. In the just starting development phase there's ***Shadow Of The Beast 3*** and of course ***Lemmings 2***.

SALES CURVE

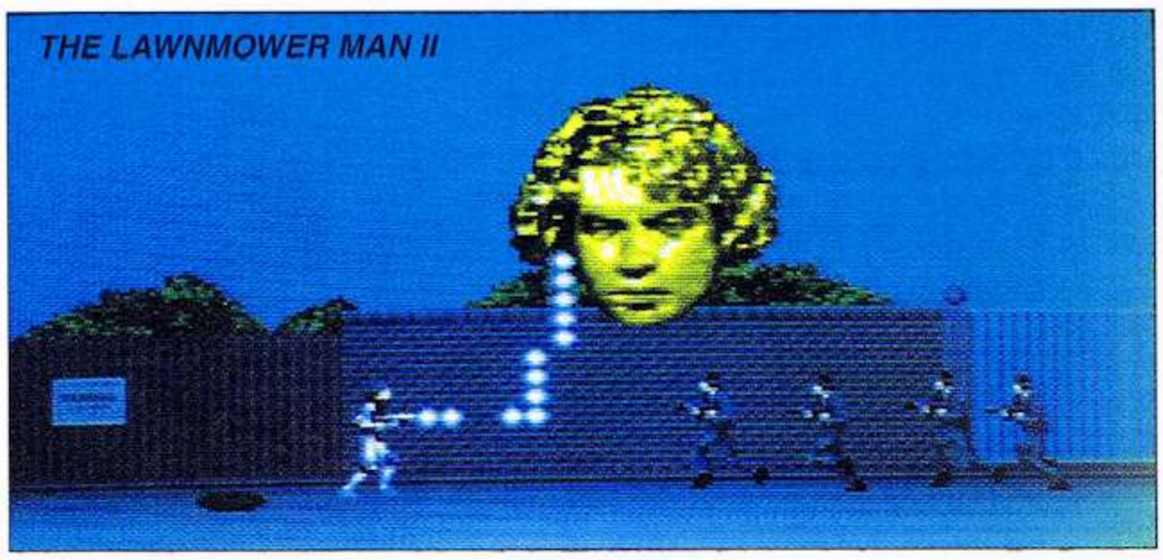
Before a single foot of film has been shot ***Lawnmower Man II*** the game is already virtually finished. The movie's plot has Cyberjobe once more on the loose and attempting to take over the world. In the game you can play either Dr Angelo or Carla in a desperate effort to stop the superhuman ex-gardener. The confrontation takes place over an exceptionally varied set of levels, some in the real world, others in the virtual reality of a computer. The latter adopt a first-person perspective with you flying through Mode 7 scaled rooms and tunnels, 3-D obstacles leading some to speculate that a Super F/X chip must be inside (there isn't!).

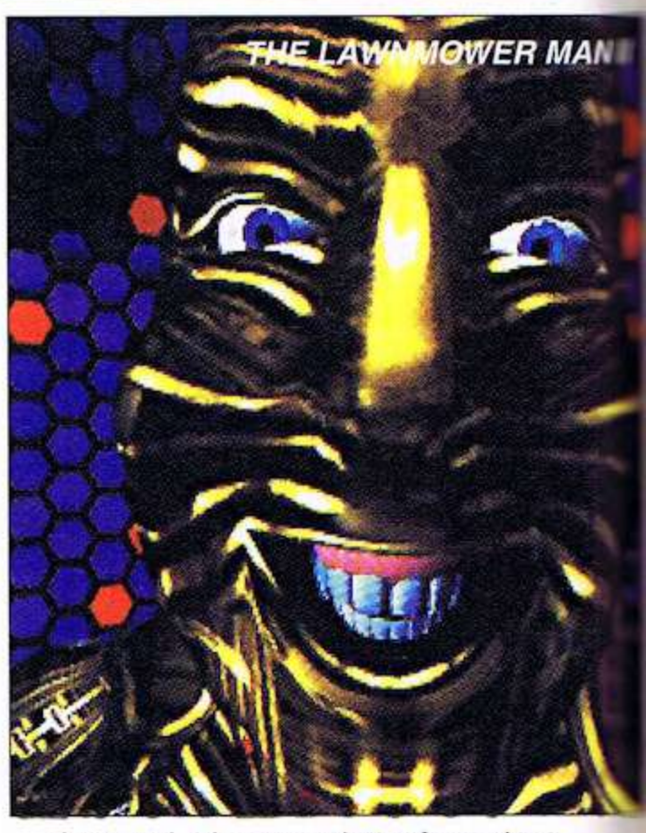
The real world, by contrast, has a side-scrolling perspective with helicopters, cars, massive bees and petrol pumps (!) providing tough opposition. The graphic style here is no less impressive, clean and sharp with nice attention to detail – like the cars rocking on their shock absorbers when you jump on them. There's also an IQ Test puzzle level and a very impressive Cyberjobe face to provide a movie-like final confrontation.

The game has been under development for eight months now and despite being so near finished won't be released until early '94, to coincide with the movie's UK opening. Work is already under way for a second, completely different game which is intended for CD-ROM Drives and will feature extensive movie clips.

Rather more light hearted video-gaming comes courtesy of ***James Pond's Crazy Sports***. This is the SNES version of the Mega Drive and Amiga hit *Aquatic Games*. An eight-event parody of various sports this features a 100 metre Splash, a unicycle race, obstacle race, Bouncy Castle gymnastics and balloon-bursting antics. Up to four players can take turns and the game is due for an August release.

Around six months after that Sales Curve hope to have ready ***Pinball Dreams***, "simply the best computer pinball game ever" the SNES conversion will have "all the speed and playability of the original" as well as at least six pinball table layouts.





ECTS

SONY

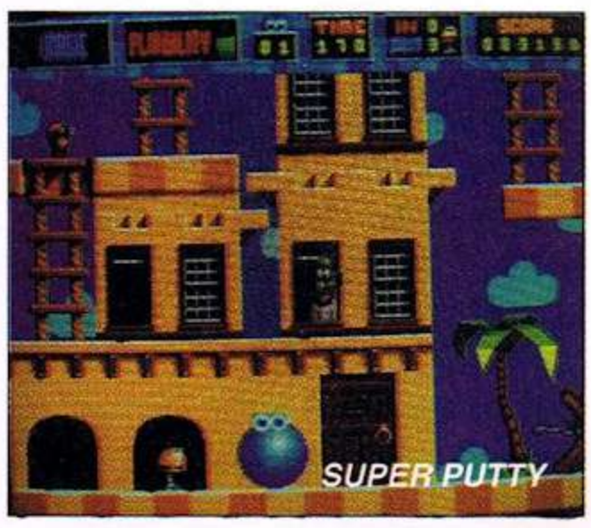
The Japanese mega-corporation has only just opened the UK branch of its Imagesoft label but the software roster is already bulging.

September to December should see ***Hook*** and ***Chuck Rock*** getting their UK debuts, along with new releases ***Cliffhanger***, ***Dracula***, ***Equinox***, ***Last Action Hero*** and ***Sensible Soccer***.

SYSTEM 3

This UK developer is justly famous for its superlative C64 products and is now hoping to establish a similar high quality reputation on the SNES. The Amiga smash-hit arcade puzzler *Silly Putty* has already been converted, retitled ***Super Putty*** and due out in August. For Xmas the extremely classy ***Dawn Of Steel*** is still deep in development Called *Myth* on the C64 this platformer was inspired by numerous Greek legends.

The company is also planning to release official UK versions of ***Q*bert 3*** and ***Space Football***, both due out in what looks like being a very crowded September.



© Steven Seagal.

TECMAGIK

After building up a quality reputation on the 8-bit Sega Master System this small Anglo-American company has finally made the leap onto SNES. And in some style too with no less than three big league licenses: **Andre Agassi, the Pink Panther** and **Steven Seagal**. Wimbledon champion and Nescafe chump Agassi is already the subject of a Mega Drive TecMagik game but the SNES game will be a complete rewrite. At 8Mbit the game will be twice the size of the Sega game and include a host of features "not previously seen in any tennis game!" It's due out in autumn.

The Pink Panther is an Xmas release and features the furry feline visiting a film studio with sets for films such as *Pinkenstein* and *Honey I Shrunk The Pink*. The resulting madcap adventures will see a whole gamut of cartoony tricks like holding up a stop sign to freeze the action and dropping one of those ever popular, pocket-sized manhole for enemies to fall through. TecMagik's Greg Baverstock promises an awesome soundtrack.

The real showstopper, however, was *Steven Seagal*, the game of the actor. A unique licence which seems likely to turn into a series of games. The cart will boast over 1,000 frames of animation using a high definition form of rotoscoping; digitizing a real person's movements. To get video footage for the game TecMagik hired a Burbank film set for two days, hiring over a hundred people including stunt people and make-up artists.

The 16Mbit cart is due out in early 1994 and is based on a story outline developed with Seagal's own scriptwriter. And the plot? Well, in the future an evil mega-corporation rules the world. Only Seagal and sidekick Trish Morgan can free Mankind, punching and kicking their way through leg-ions of guards controlled by brain implants! Yep, certainly sounds like a Seagal script!

© 1993 Mirisch-Geoffrey-D-F.

TRADEWEST

This Texas-based software house had an impressive line-up with the intriguing ***Plok*** gathering plenty of attention. Ironically this bizarre and very funny game is English, programmed by Mancunian geniuses Software Creations. Our eponymous hero Plok, king of Akrillic, has velcro joints and in his quest to rid the world of fleas can fire his arms and legs! He can also dress up in twelve different costumes, inspired by various movie heroes, and use jetpaks, off-road trucks, helicopters and even a Super Secret Vehicle. There's masses of power-ups, 37 main levels, 10 bonus levels, oodles of speed and an absolutely awesome soundtrack. An October release date is planned and we can't wait!

For September there's an ambitious sequel of sorts to *Super Off Road Racing*, the overhead view coin-op conversion. ***Ivan Stewart's Super Off Road Baja 1000*** takes a completely different, into-the-screen perspective that pushes Mode 7 to the limit with plenty of hills, traffic and sand. There's three race courses and a *Race Drivin'* style two-player mode where you get to race against a recording of the last player's race.

Also in September is ***Battletoads in Battlemaniacs*** (see preview in SUPERPRO 5) and ***Pro Quarterback***, an okayish American football sim finally getting its official UK release.

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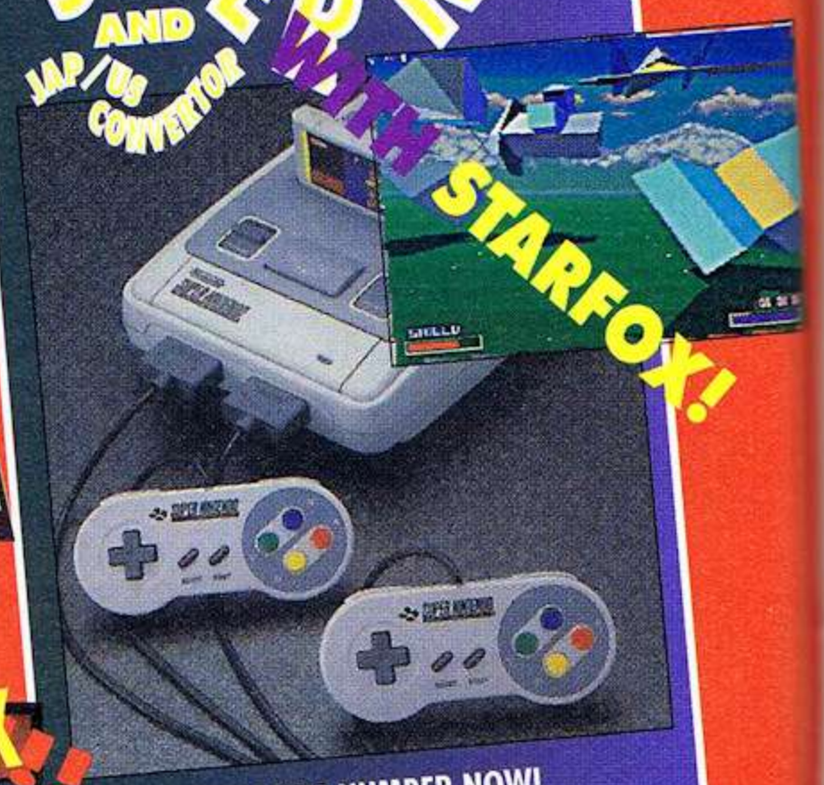

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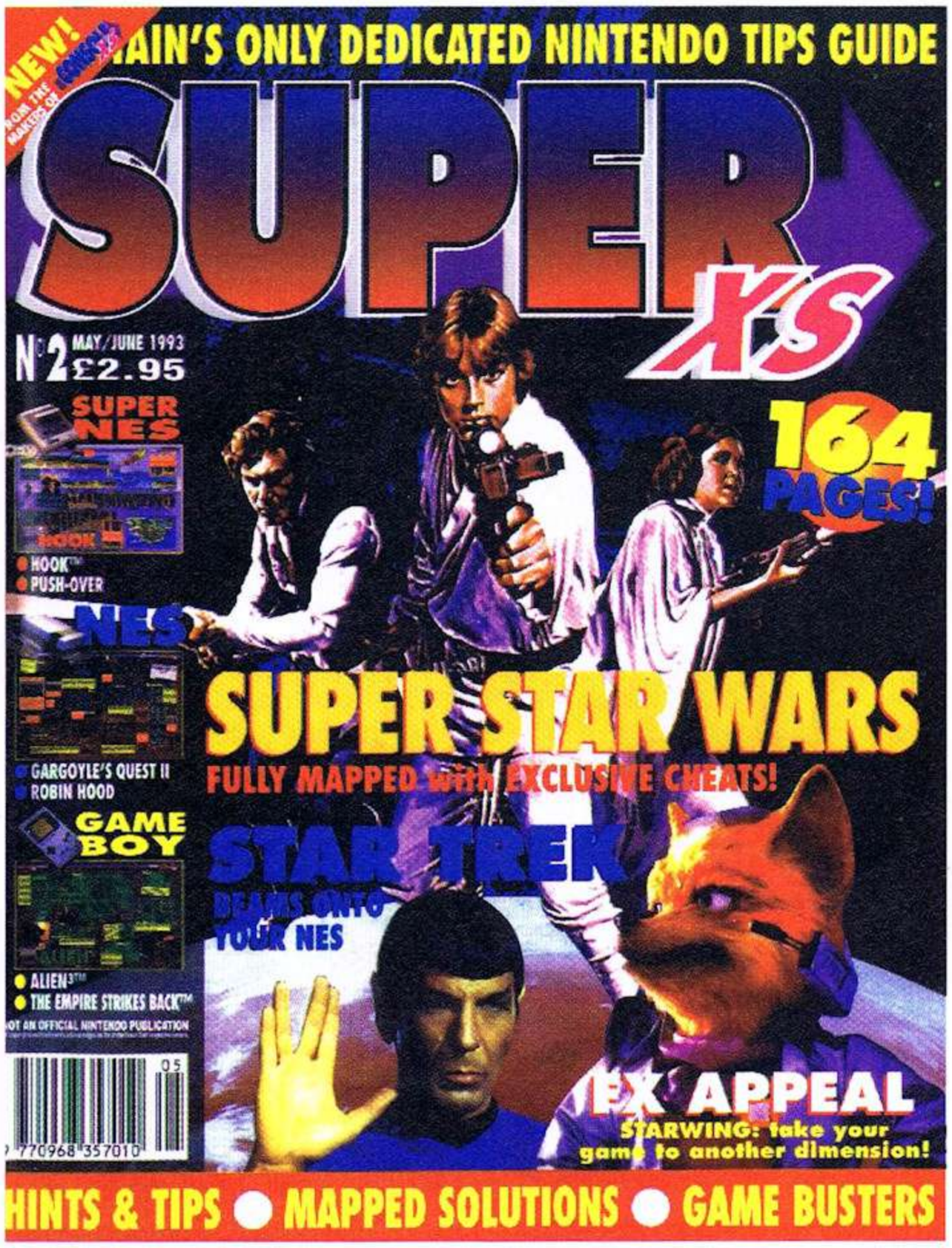
Winners will be notified in writing and will receive their prizes within 28 days of the closing date.



Reach the end... Reach for Super XS!

MARK'S MAIL

We've had a tough time this month, trying to persuade nancy Dave that *Starwing* is the greatest piece of software to grace the humble Nintendo – ever. Silly, obtuse Dave insists on screwing his face up and saying "but it's just a shoot-'em-up, I mean, really, Stuart..." And my brother and I have had to refrain from pummelling Dave's slanted head to a squishy mush. When we showed him the whales and stingray on Level Two, he seemed to muster some enthusiasm, only to start babbling about a 'huge' stingray that nearly killed him when he was six, on holiday, in Cornwall or something. How we stared, sadly, at his foolish, fondly reminiscing face.

MARK WYNNE

TOO HARD BY FAR

Dear SUPERPRO,

When reviewing your games, you seem to penalise games for being too simple. Maybe it's just me, but I find the difficulty level of most SNES games to be completely wrong. Most games are either impossibly difficult, or have wildly differing standards of difficulty at different levels in the game.

One example of this is *Super Mario World* where some levels are so easy you can walk through them on the first attempt, whereas others rely on one or two pixel perfect jumps or, worse still, just plain luck. At least with *Super Mario World* though, you have a choice of routes through the game.

With some games, once you get stuck the game is finished, as in *UN Squadron* where an otherwise excellent game is let down by being incredibly difficult even on the 'easy' level!

I think that excessive difficulty makes a game more frustrating than fun, and isn't FUN what console gaming should be all about? If the difficulty level of games isn't a problem for most people then why does the Action Replay Cartridge sell so well?

Bearing this in mind, I think that games with an excessive frustration level should be given a reduced total percentage i.e. *Dragon's Lair* should in no situation receive more than 65%-70% because of the most frustrating password system ever devised – clearly designed by somebody who has never played a console system before. The only reason I can see for the majority of games being this difficult is that manufacturers are trying to give us better value for money by making the game last longer. Surely though, this simplistic measure is a cop out for companies who do not wish to produce larger but more playable games.

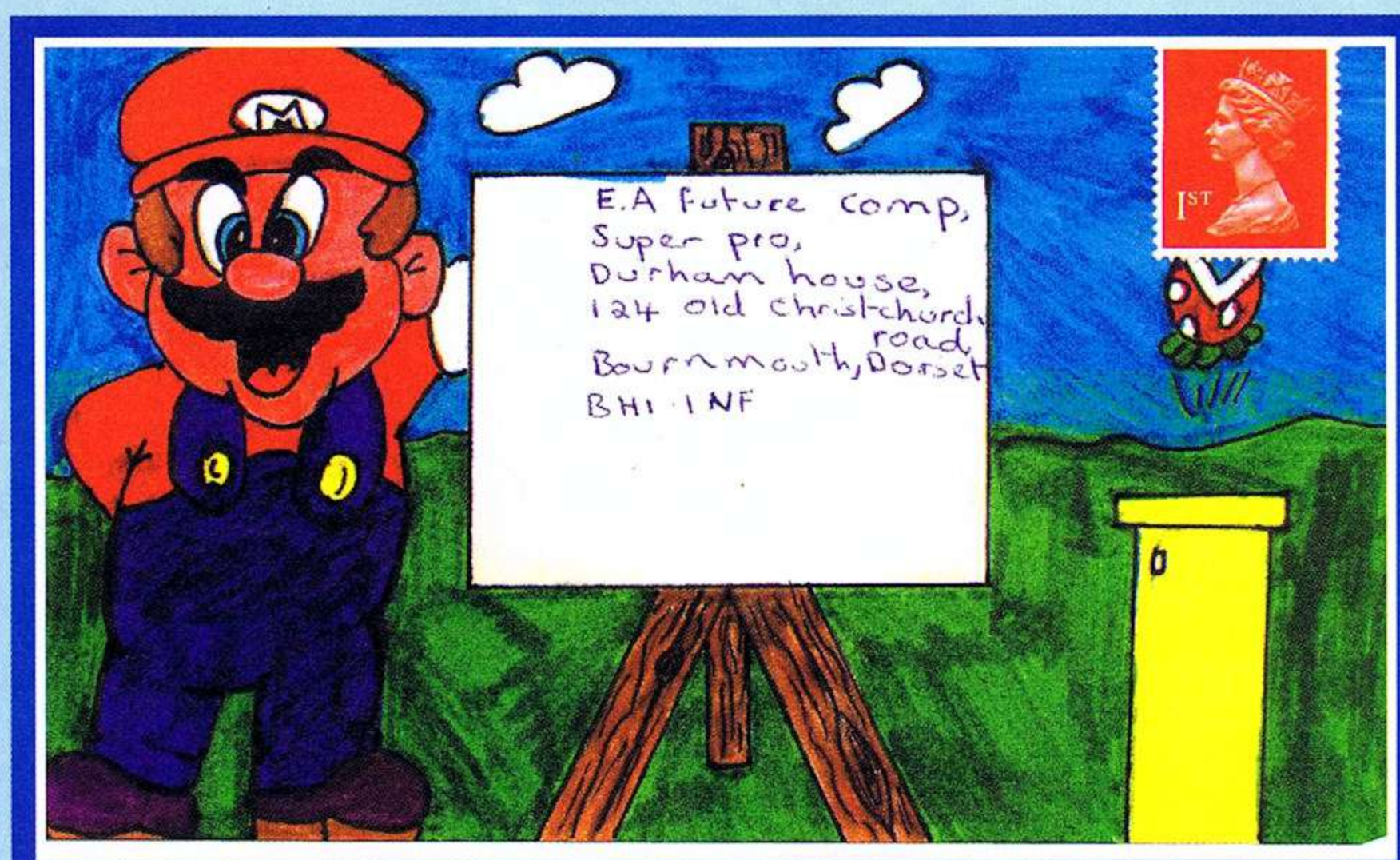
One other thing to remember when assessing the difficulty level is that most of us mere mortals out here only play the games for a few hours a week and consequently we are not quite up to the standard of game's testers such as yourself and there are a lot of us who do not want to spend £40 on a game we can only do the first two levels of.

PAUL N. WILSON.

P.S. Sorry the letter's a bit long but I hope you can print or some of it as I really feel this is a problem with games at the moment. Having spoken with numerous friends in the retail side of cartridge sales, the difficulty level is one of the most common complaints from irate parents who have spent a fortune on a game that their children are unable to play. It would be nice to read what your readers have to say on the subject.

Judging game difficulty is one of the hardest parts of game design and one that can take a lot of time to perfect. Nintendo, for one, put a lot of effort into getting it right with* Super Mario World *being an excellent introduction into gaming. Those easy levels are often very useful for building up power-ups to use on tougher levels. However it's not possible for all games to appeal so widely to variously skilled gamesplayers. Games with graphics as impressive as* UN Squadron *simply can't have masses of levels and a choice of routes to complete the game. These games have to decide what sort of player they expect to get and set the difficulty level accordingly. For* UN Squadron *Capcom clearly wanted to appeal to shoot-'em-up fans who do, in fact, regard it as one of the finest games of its type. On the other hand Capcom's* Magical Quest *seems to have been aimed

LETTERS



DARREN WILLIAMS from Surrey sent in a superbly illustrated competition entry, which dazzled us all at the SUPERPRO office. The lucky sausage was a winner to boot! Your prize should be heading Surrey way now, Darren.

at younger players and its infinite continues make it a much less challenging game.

It's obviously one part of a magazine's job to point out to its readers how difficult a game is which I certainly think we do. And our Dragon's Lair *review obviously mentioned the password system's idiocy, however we felt this flaw alone wasn't enough to justify the low marking you suggest.*

As for the majority of SNES games being too hard I have to say opinion in the office is that they're probably too easy. However that's just our opinion and if other readers want to take issue with us please write in – this is for your views to be printed!

SIMPLE QUERIES

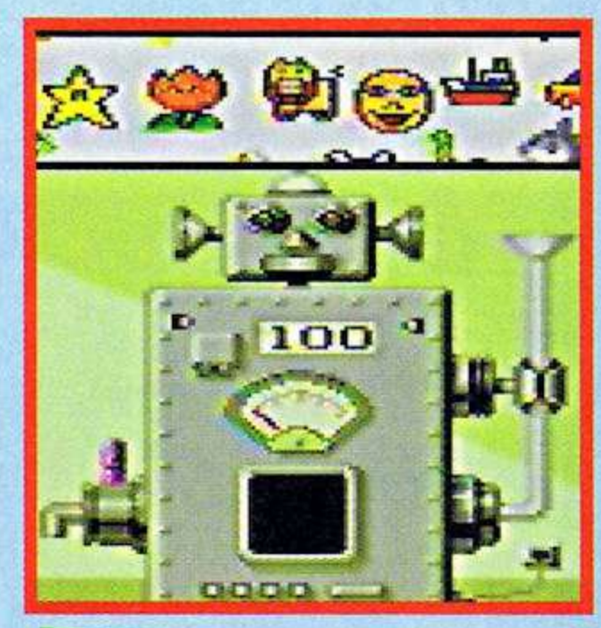
Dear SUPERPRO
Can you please answer a few questions?
1) On *Terminator 2, The Arcade Game*, can you use the Super Scope?
2) When is *Final Fight 2* coming out?
3) Is *Robocod* any good and when is it coming out?
4) Is *Alien 3* any good and when is it coming out?
5) Is *Lemmings 2* coming out?
6) I know there is a cheat to play the last four bosses but can you use the Action Replay?
7) Can you buy back issues of SUPERPRO and if so, how much?
MARK REYNOLDS, Barnham.

1) There will be two versions of Terminator 2 *with the arcade version being for the SuperScope.*
2) The game should be coming out soon on import.
3) Robocod *should be coming out towards the end of the year, from Ocean, as to whether it's good or not, well check out the review in this very issue. Duffer Dave seemed to enjoy himself, but, well, we know Dave, don't we.*
4) Alien 3 *got rave reviews on other systems and the alien sprites are certainly superb. Hopefully it will be upgraded to make a true SNES game – Ripley in particular should be smoother animated on SNES.*
5) Yes, towards the end of the year.
6) Presumably you mean SFII and the Game Genie cheat which we printed last issue. As yet Datel haven't managed to duplicate this cheat but are hard at work on it.
7) Back issues of our superb publication are available, along with stout, bookshelf friendly binders to snugly protect them from the wears and tears of modern life. Drop a line to everyone's favourite mail order girl, Karen Sharrock, on (0202) 299900, or fill in the order form that should be located somewhere in this issue.

MY BOYFRIEND IS FRUSTRATED, HELP MARK

Dear SUPERPRO,
My boyfriend is driving me mad as he's obsessed with Mario – especially *Super Mario Kart* at the moment. He read that there is a 150cc mode, in Mark's Letters, issue 5, and is now convinced that there is a cheat to get there as you can get into Special Cup with a cheat. Please, please tell me if there is a cheat, or is he just dreaming, as things are getting critical. So help, before there's a divorce.

Thanks,
RUTH CHAPPEL, London.



You've done the best thing, Ruth, writing to me with your interpersonal problems. I am something of an expert when it comes to those boy/girl tiffs. Although I could treat your dilemma flippantly, I won't because this Mario obsession could become the thin end of a relationship destroying wedge. My first portion of advice is practical. The only way of getting to 150cc tracks, is to get through the first two cups with a top three ranking.

The second piece of advice is more personal. Your boyfriend's obsession with Mario could be a subconscious sublimation of his sexual desires. Are you being loving enough with him? Have you demonstrated your feelings for him lately? Next time he's about to begin a marathon Mario session, take his joypad from his hands, look into his eyes, disrobe (preferably) and express your feelings physically. If you have any more difficulties, Ruth, feel free to write to me confidentially, and I'll happily provide more intimate tuition.

And now, a pressie... ➤

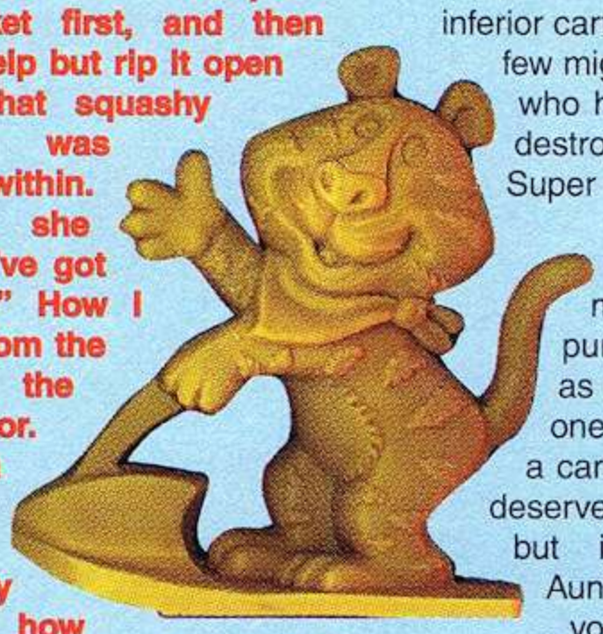
LETTERS

A GIFT! FOR ME?

Dear dashing, sharpish Mark,
Enclosed is a little, plastic, tiger thingy. I think you are so wonderful (and the mag) that I thought it's about time someone gave you something in return for all of the freebies you give away.
SCOTT MITCHARD, Bath.

Oh yeah! Sorry, I nearly forgot. If you've got any spare SNES carts lying around...

You made my day, Scott. Well, actually, you made receptionist-girlfriend beast Paulas' day, because it was her who squeezed your packet first, and then couldn't help but rip it open to see what squashy delight was curled up within. "Mark," she said, "you've got a pressie!" How I sprinted from the fifth to the fourth floor. Like a whippet. And, to double my pleasure, how Dave moaned, when I asked him to scan my little plastic pressie. Still, my optimism failed for a moment when Dave cynically suggested that your flattering comments were just crude attempts to cajole me into providing you with a free cart. Now I was on the brink of sending you loads of free, marvellous games, but thanks to Dave I realised that if you were sincere, it would be insulting for me to offer you material treats in return for genuinely pleasant compliments. So accept a warm thankyou, from me, instead. I know you'll feel your integrity is intact, now.

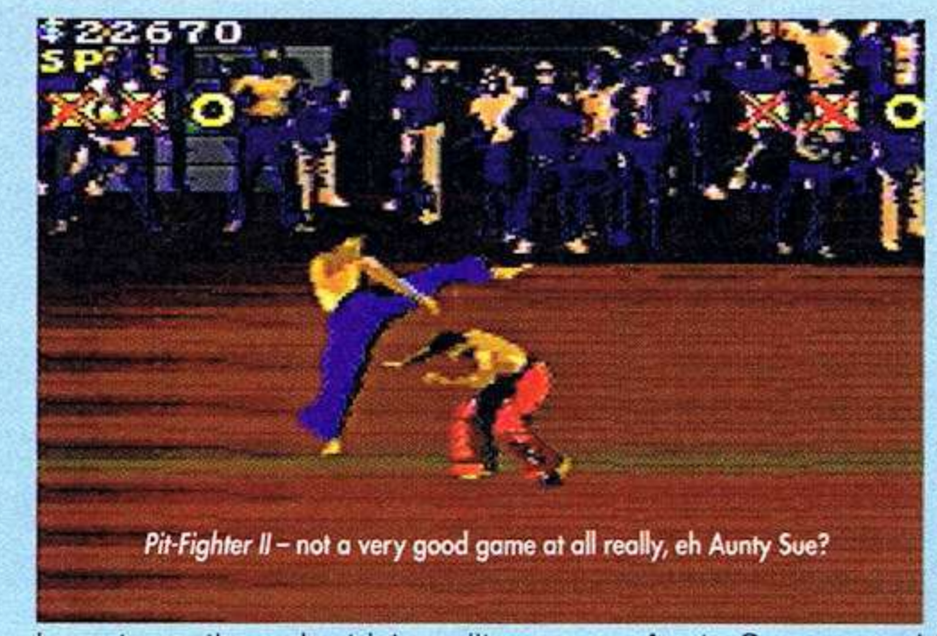


And talking of pressies and dizzy women...

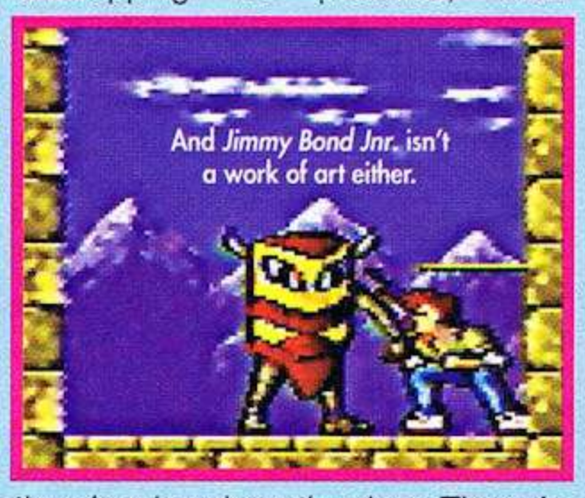
SOFTWARE SUICIDE

Dear SUPERPRO,
We all know how good the Super NES is and we come to expect good quality software for it, especially since the software is endorsed by Nintendo themselves. It is said they have to go through strict quality control but it is obvious that these quality control people are all Megadrive owners. I think it's pretty horrific that there's an ever increasing mass of inferior carts appearing . Although a few might be expected, it's THQ who have the worst record for destroying the credibility of the Super NES, yet they're still granted the Nintendo Seal Of Approval! You might say that that is the purpose of magazines such as your own, and that anyone foolhardy enough to buy a cart without checking it out deserves everything they get, but imagine the scenario: Aunty Sue, out shopping for young Timmy's birthday present, ponders at the games in front of her, only remembering that she was looking for something sounding like *Fighter 2.* Suddenly, she sees it, makes the purchase and goes home to wrap it up for the next day's celebration.

Timmy's up early next morning, unwrapping his presents, then



Pit-Fighter II – not a very good game at all really, eh Aunty Sue?



there's a knock on the door. Timmy's up like a shot, frothing at the mouth with excitement as he opens the door. In front of him stands good old Aunty Sue, but, most importantly, the present she's holding. Timmy grabs it with lightening speed, says a quick thanks and runs up the stairs to his room. He plonks himself in front of his Super NES , his mind full of sonic booms, yoga flames, big, green, Blanka things. Hands tremble as he starts to rip away the *Thunderbirds* wrapping paper. Then, suddenly, excitement turns to horror as the torn paper reveals the THQ logo. Our young, birthday boy's day is totally ruined, in fact, life seems to have collapsed around him. It was an hour later when good old Aunty Sue popped her head around the bedroom door to see how Timmy was getting on. The room was quiet, all that could be heard was the creaking of a rope. A stool lay on the floor beneath a swinging corpse, whose stiffening hand held the answer to the shocking vision of death. Yes, Aunty Sue had bought the wrong game. The Coroner reports cause of death "*Pit-Fighter*". So maybe Nintendo could do something more about the tripe they endorse an maybe then they could save more people like young Timmy.
ANDY JELLY, Somewhere.

I believe you are the same Andy Jelly from Nowhere who's already made a mark on my letters page (Issue 4, JELLYHEAD), moaning about some of our reviews. Still, I don't hold a grudge.

Whilst your criticism against Nintendo seems a valid one, wouldn't it be equally reasonable to suggest that you just severely beat your Aunt? She seems a bit of a duffer, really. Just kidding Aunty Sue, luv.

Games like* Pit-Fighter *do rather ruin the reputation of the seal of quality. However THQ are making a determined effort to find new games developers with Argonaut handling two new games, including one using* Home Alone 2 *characters and, for the first time, Full Motion Video on a cart! It's a shame poor Timmy has left this mortal coil, otherwise I might have sent him* Super Star Wars. *And I'm sure you're too grief stricken to accept a game, Andy Jelly.

SOUND AS A POUND

Dear SUPERPRO,
I really enjoy your magazine. The items I like best are the game reviews as the mark you give are spot on. (there's a lot of me to give away). The other item I especially like is the A-Z guide to SNES games.

Also, it seems a really great idea to pay an extra pound and receive a worth while gift. This you did in in issue five. Have you any plans to repeat this? I hope so. Also,

1) How much, roughly, do you think *Starfox* will cost?

2) Please may you say whether any of these games are good? *Hit The Ice, World League Soccer and Football Fury.*

3) When is the official release of *Player Manager USA*?

4) What is the best football game on the SNES?

5) Will *Zool* come out on the SNES?

6) Will the price of games come down soon?

Hoping to see my letter in print.
ADAM COOK, Bracknell.

***1. £49.99 and it will be released on June 5th titled* Starwing.**

2.* Hit The Ice *and* World League Soccer *are both in our A-Z, neither being that great, (In fact,* Hit The Ice *is a bit of a stinker).* Football Fury *is an American footie sim which has yet to be released. It's got a side-view perspective and looks okay-ish.

***3.* Player Manager USA*? What's that? If you're thinking of Anco's football management sim* Player Manager *then that's out in September, titled* Kevin Keegan Player Manager.

4.* Super Soccer *is the most playable but there's loads of new footie games coming out soon, including* Super Soccer II*! I for one, am in a state of expectant agitation, being the office's top soccer champ. Mind you, Dave isn't exactly stiff competition.

5. A SNES version of* Zool *is planned.

6. Nintendo seem to be going for a £39.99 pricepoint which could drive the other software producers to follow suit, or maybe not. More likely prices seem to remain fairly steady, unless the government's investigation into the industry is brilliantly successful. Which would be a first for Major's lot!

And that's your lot. Send your libellous letters to : SUPERPRO, MARK'S LETTERS, PARAGON PUBLISHING, DURHAM HOUSE, 124 OLD CHRISTCHURCH RD, BOURNEMOUTH, BH1 1NF

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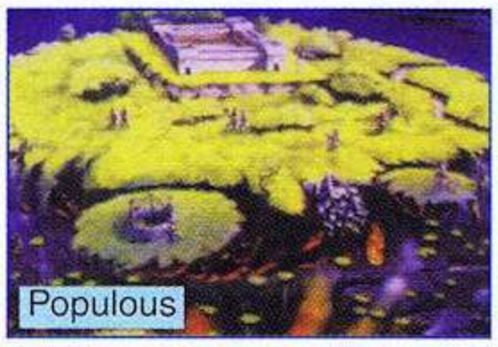
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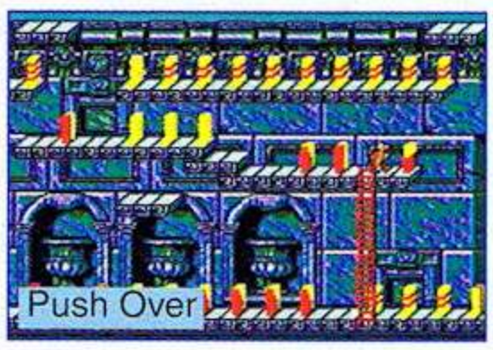
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TIPS

COOL

RYAN BUTT SOLVES COOL WO

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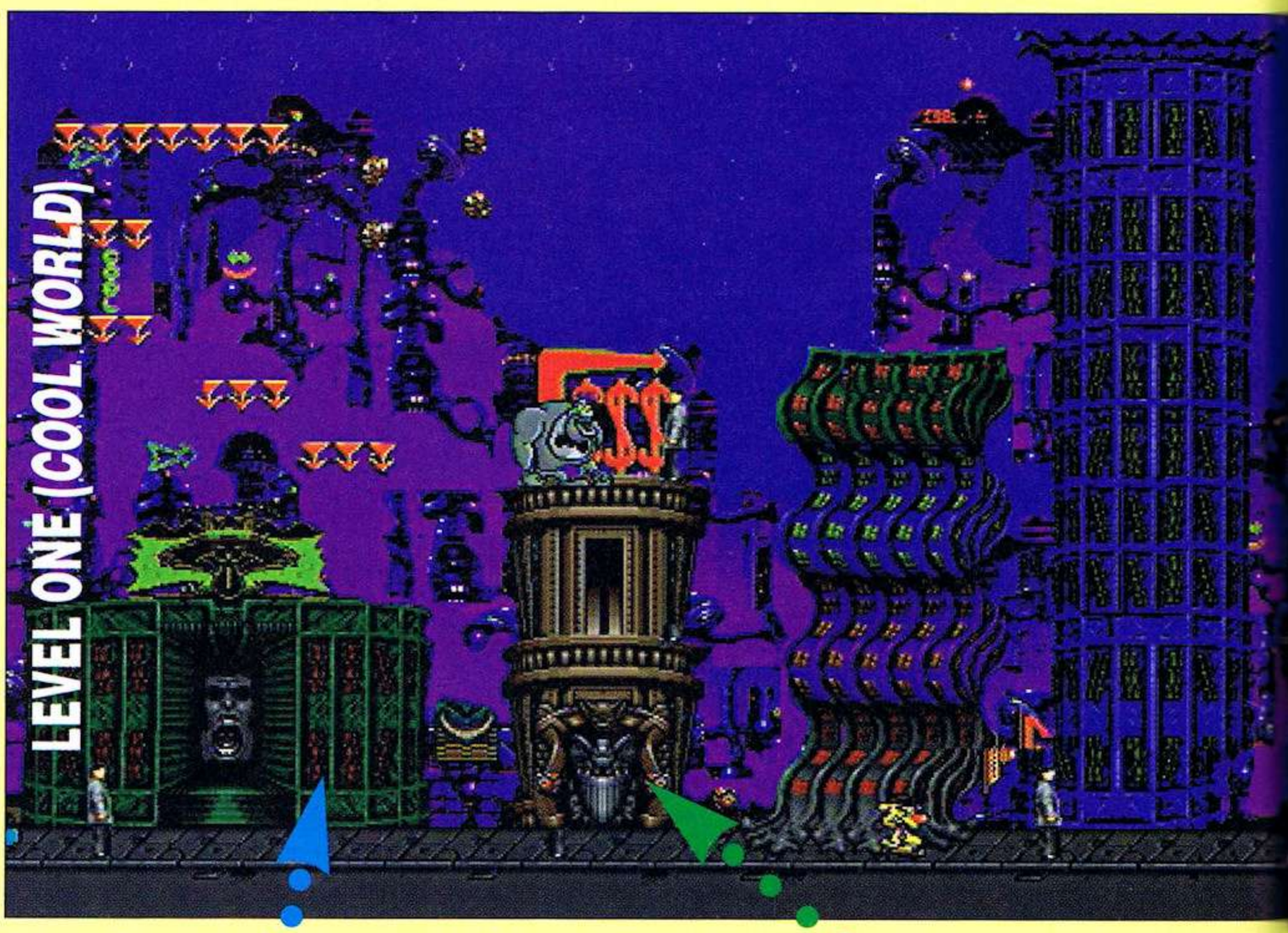
As the summer season kicks off, with glorious sunshine and soaring temperatures, guess who finally comes down with a cold? Yep, after months avoiding the infection which has laid waste to almost everyone else at Paragon the Buttster himself is now reduced to snivelling, snotty wreck. It's not fair, I tell you, especially as everyone else finds it so funny!

Ocean's wacky film licence, *Cool World* is a surreal adventure set in a wacky cartoon world full of hostile Doodles. At first it was hair-tearingly difficult, and often led to huge fits of aggression amongst the team (Ryan was the worst casualty!). So to spare our readers from a similar fate, here's a brief guide on how to beat the baddies and demolish the Doodles' domain!



PAWN SHOP

This is where you can buy or trade items, although the only item of any value to you is the pen. Don't collect it until much later in the game otherwise you'll get warped to Las Vegas when you're not ready! The owner of the pawn shop will exchange any sweets for nickels.

THE BANK

As soon as you've collected over ten nickels, open an account. Deposit money every time you've collected it, otherwise it'll only get nabbed by the police, or that dodgy geezer with the white hair!

LIBRARY

Pick up the book just outside to get in. Once inside, go to the desk for a useful tip (well, not that useful actually!). Jump up onto the edge of the balcony and pick up the flowers, these can be used to bribe the bouncer into letting you into the Slash club.

TIPS

WORLD

RLD – AND MAPS THE BLIGHTER TO BOOT!

When Jack first crash-lands in Cool World, go left and pick up the boxing glove, thus equipping yourself with the ability to punch and climb.

Climb on top of the pawn shop and kill the carrot-bashing bunny, then pick up the car keys. At this point, it would be a good idea to collect some nickels and open a bank account, and what better place to start looking than on top of the bank itself. Climb to the top and punch the gorilla until it pops its clogs, then push the plunger to reveal a series of platforms to the left. Use these to get to the floating nickels.

SLASH CLUB

This sleazy joint is where Holli hangs out. To get in you must be carrying over five nickels, although I would advise that you bring a little extra. As you pass the turnstile, climb up onto the bar and bash the two thugs on top. It's a good idea to collect every second "Biff" that is let out in order to become invincible for a short period. After you've duffed-up the thugs, jump on top of the canopy above the turnstile and pull the lever. By doing this, you'll stop the security cameras from shooting at you. Go right and kill the next couple of thugs you come across, then jump up on the girder and pull the second lever, thus bringing the cameras into action again. Continue going right a little and stop when you see the brawl. wait for the overhead camera to come near, then use your extending arm to grab onto it, you'll then be carried safely over the scrap without getting tangled-up. Go right and kill the last thug. You'll then see Sparks, Holli's right-hand man. He won't let you see Holli without bringing her a soda, so you'll have to return to the bar.

Speak to the barman and buy a soda, he'll then proceed to send it flying along the surface of the bar. As it gets to you, pull down on the joypad to grab it.

Now that your path has been cleared of thugs, you can get back to Holli. The only real hazards are the old bloke who'll nick your drink if you get to close, and the brawl. The old git can be avoided by switching off the cameras, as you did before, then stand on the table. As he gets near, simply jump over him. As you get to the scrap, flick the second switch and wait for the overhead camera. This will take you safely across to Holli.

After arranging a date with Holli, hop into the car and head for Sweet Place. The hazardous car sections can be easily mastered with practice (see top picture). ➤

LEVEL TWO
SWEET PLACE

This colourful, sickly world is constructed from pure candy believe it or not! The purpose of your being here is to collect about eight sweets from the street, and then enter the Malt Shop. Once inside, make your way up to the top right-hand corner. The nasty man on the platform below can be lured off the edge with a nice milkshake. At the top, punch the liquorice all sorts out of the way and pick up the box of chocolates.

Now leave the Malt Shop and exit Sweet Place by going right and hopping back into your car

LEVEL FOUR
LAS VEGAS

Once in Las Vegas, go left. You'll now find yourself outside the Ocean Hotel. Go up to Tools the Spider and he'll then proceed to drag you up the side of the building!

LEVEL FIVE
OCEAN HOTEL

Success on this stage depends on how good you are at avoiding the hordes of angry tenants. One touch from these guys and you'll fall straight back down to the bottom again. The best place to go is the far-left, by staying on the outside of the building, you'll avoid every hazard and make it to the final show-down at the top!

LEVEL SIX
HOTEL ROOFTOP

To stop Holli from messing up the interworld matrix, you must first battle past her cohorts of mutant cronies. The first is a blue baby! To get rid of this smelly little oik, jump in close and punch the little so-and-so into oblivion! The next obstacle is an old hag that chucks exploding fruit at you, simply do as before and jump in close with a punch to rid the world of this perilous pensioner!

Before the old witch, you should have picked up the key. Use this to free the captured freak that is wandering around aimlessly on the end of a chain. Simply wait until he walks away from you, then bend down to release him.

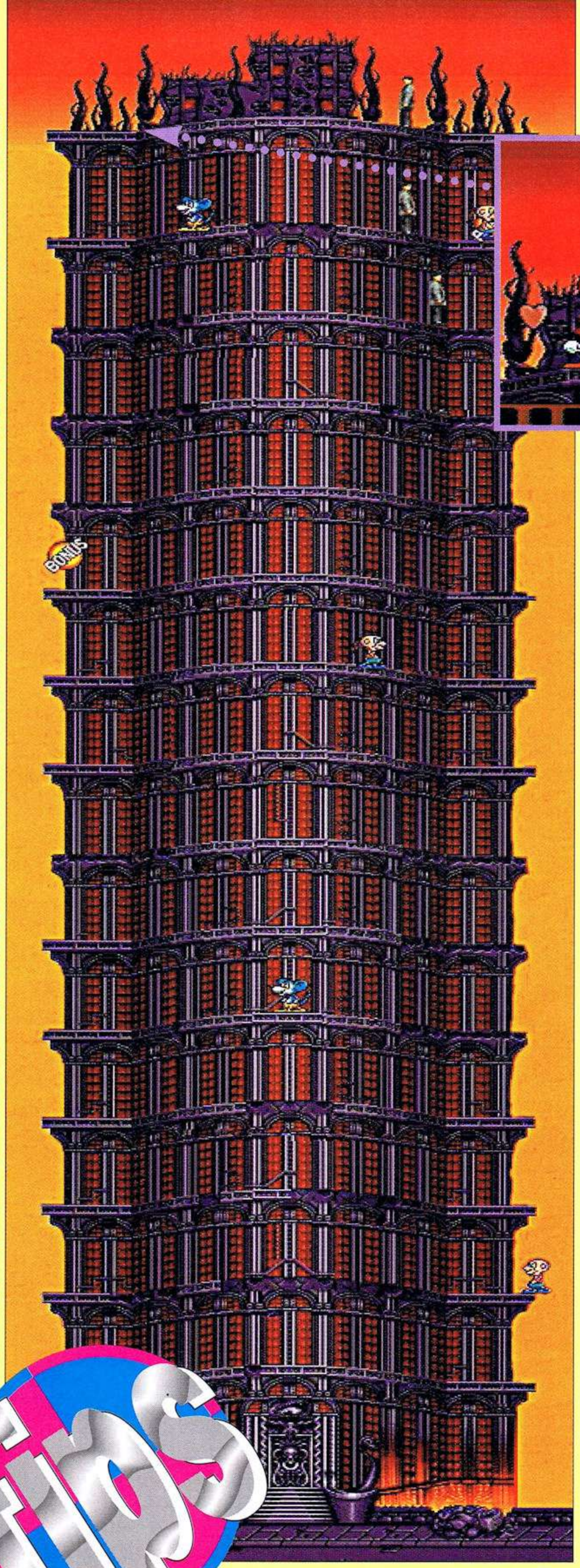
The next barrier is Sparks, Holli's humongous ape. This cheerful chap is perched on top of a stack of bricks. You must bash the bricks out from under him if you are to progress. The best technique is to stay in close, hit once and then dodge the cloud of pongy breath he expels at you! Within no time this

monster will be peanuts!

All that stands in the way of you and Holli now is that blasted thief that kept mugging you in Cool World. Follow him closely, then use your extending arm to bash the girders above him, thus causing them to crash down on his stupid head!

You'll now come face to face with the elusive Holli herself. In a desperate bid to stay alive, she'll bombard you with a barrage of Doodles. Simply use your pen to suck them up, then go in to confront the foxy-chick.

Rather than discuss the complex problem of how to fix the interworld matrix like an adult, Holli will then proceed to blow herself up!
Women eh!



LEVEL THREE

After you've got the chocolates from the Malt Shop, give them to Holli on top of the building and get a big snog!

HOLLI'S BUILDING

After the second car sequence, you'll arrive at the foot of Holli's building. Your aim is to get to the top and present Holli with her chocolates, however, this building is a death-trap! You must climb up the outside, using the ledges to grab onto. Look out for the special bonuses that crop up as you go.

When you finally make it to the top, speak to Holli, and you'll be rewarded with a big, sloppy kiss! However, she'll then vanish without trace!

After Holli's disappearance, return to Sweet place and enter the Malt Shop once again. Make your way up to the top left-hand corner, using the same technique as before to get rid of the baddies. At the top, use your fists to bash through the sweet blockade and then pick up the golden spike. This spike was stolen from the top of the Ocean Hotel by Holli in her attempt to become human. You must replace it to restore the balance in the interworld matrix, thus preventing the destruction of both Cool World, and yourself!

Now go back to the main street in Cool World and go into the pawn shop, exchange the spike for the pen and leave. Then go back in and swap the pen with a book. Then go to the library and use the book to enter.

Once inside, go to the desk and you'll be given the same hint as before (bah!), however, your hands will now be free to carry the spike again.

Go back into the pawn shop and buy the spike back.

It's now just a matter of time until you're warped back to your own world.

SUPER PRO

TIPS

XANDRA'S Big Adventure

Dave's splendid *Xandra* Solution was perfect but for just one teensy problem; the code we were supplied with to bypass the tricky puzzle section also bypassed a few levels. Oops! Never mind, here's the missing levels, codes and tips for the Complete Solution.

Here are those missing codes. They occupy the space between level 10 and 13 in last month's solution.

THE KEY TO THE CODES
(1) box; (2) tear; (3) skull; (4) leaf; (5) moon; (6) ball; (7) heart; (8) snake

(1) 64266261 13635411

Horrendously pink but very simple. Watch out for the mushrooms – the spores they produce are highly toxic. Knock out the block at the centre of the level with your special weapon and jump over those boulders. That's about it!

(2) 51566361 13635411

Wait for the robot's three-way laser before using your special weapon. Then make your way as quickly as you can towards the Viking robot and pitch fork him. Repeat these processes throughout. When you get to the ropes climb as high as you can before dropping and make sure you kill all those bees! Be careful when you reach the end of the spiky section – there's a robot waiting.

(3) 78126461 13635411

A tricky round. Use the special jump to reach each platform. At the 'top' the platform will split into two. Then the difficulties begin. Avoid the bumble bees at all costs. Tip – go to the left first of all and prepare to jump between the platforms!

(4) 77426321 13635411

Similar to the second round. Use the same method to deal with the two different types of robot. To avoid the boulders use the Special pitch fork move. At the end you'll meet two robots on a narrow corridor. Hide in the first burrow, but not in the second – the robot's three way beam will hit you!

(5) 87634271 11218634

Another tough one. You must jump from one boat to another before they sink. The tip to give here is to use the leap move, i.e. tap the B button.

(6) 68246351 11235411

The pirates ship. Watch your back! The little green crocs have a tendency to creep up on you. Note where the archers are shooting their arrows and make your moves accordingly. At the end of the first section climb up the rope.

(7) 14156116 11228566

Tackle the bigger, faster moving crocs by walking towards them until they jump back and then use the special pitch fork move. Avoid the purple blocks – you'll fall through them!

(8) 51456216 11235411

The third pirate round. Knock the two alligators off their boxes, walk through the door and climb the rope. You're now on deck. This is tough – there are lots of those knife throwing, fast moving alligators. The best way to deal with them is to walk forward until they move back and then use the special move. You should then avoid the dagger. The pirate king at the end is a doddle – keep him on the far right.

(9) 68374266 13238734

On land once again. First get the bugs off the tree roots by head butting the sides of the tunnels. Then get the golden flute. To do this go to the top of the tree on the right hand side. There you'll encounter some Japanese text! Go back down to the carpenter and click on the second of the two options. He'll then build you a bridge. Get past the bird by using the pitch fork attack. At the bottom your violin friend will try to get rid of the poison on the trees by playing his violin with the first option. He fails. Press the first option again.

(10) 87262466 13435411

Ride on a whale time. Stand in the centre and get ready for sharks. Most will fly over your head but some won't, you'll soon learn which ones. To get these simply jump up and pitch fork. At the end you'll get to a girl who'll take the poison off the top of the tree with a magic dagger. Then get into the stained glass window by means of the special pitch fork off a high up platform.

MORE USEFUL TIPS!

(1) On level four of last month's solution tap on the A button to jump the longer platforms.

(2) The multiple choice puzzle section is in fact remarkably easy. Basically the crying princess wants you to find her lover. Someone who knows where he is in one of the caves below. Unfortunately for you, you don't know which one. To find out you have to ask each of them three questions. The first is whether the princess' lover has a beard, the second is whether he likes cucumber sandwiches and the third is whether he plays a pipe. Weird! When you find the person who answers positively to all three questions take him back to the princess. You can then carry on with your quest.

Thanks to Super Games (0628) 660075 for supplying this cart.

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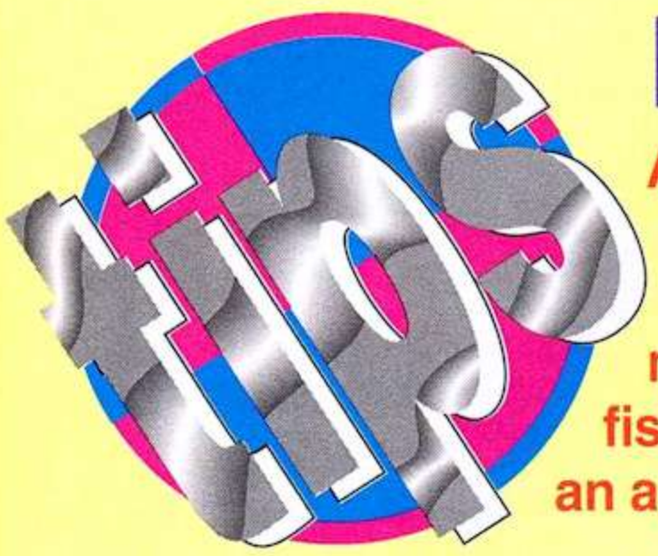
TIPS

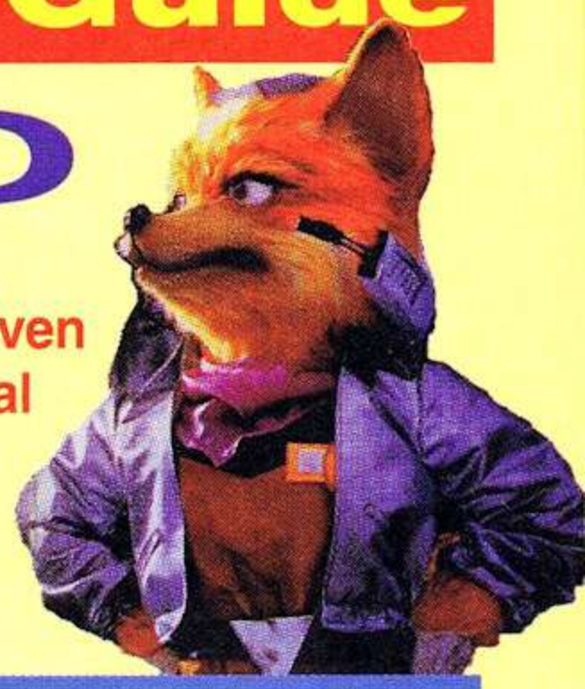
STARFOX

SUPERPRO Player's Guide



PART TWO

After last month's pause for an Argonaut interview, normal service resumes with tips for Level Two, an even more wondrous demonstration of Super F/X graphical muscle and Argonaut artistry. An ice planet, flying fish, giant stingrays, whales and Mad Bikers all make an appearance on this extraordinary level.

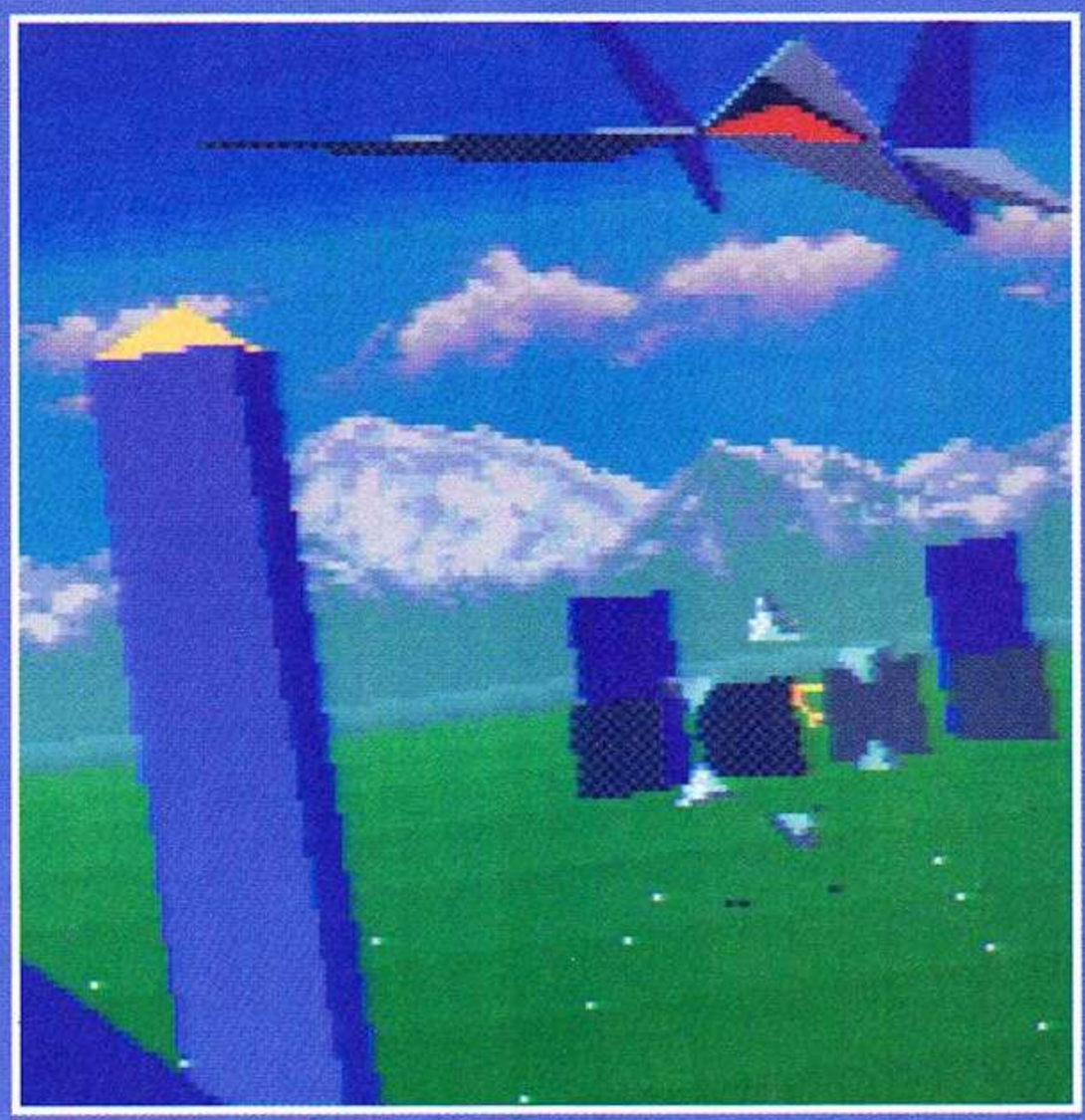


THE MAP

As with Level One there are six stages, each with an end-level guardian. The Venom map represents two stages: Above Venom and the planet itself.

CORNERIA

This level is very similar to Level 1's Stage 1. As before, if you fly through the first three archways a twin blaster power-up will appear in the last one – now with a moving door which will test your speed control. There's lots more robots wandering about but the only serious hazard is a line of blue pillars, shoot one line down as you fly into the trap and there should be no worries, especially with a blue energy ring at the end. The more daring amongst you could try hugging the floor and sweeping beneath them however...



TIPS STARFOX

THE BATTLE CARRIER

This looks identical to Level 1 but now fires ships which in turn fire missiles. It should be easy meat for experienced pilots, with no real need for Nova Bombs, but watch out for white fireballs when the Carrier is stripped down to its core body.

SECTOR X

This stage is one vast construction site. The massive moving girders look daunting and certainly cause plenty of damage if you hit one, however, initially it's pretty easy. Fly between the centre girders and take out the first hopper but it's not a good idea to try and get the yellow energy ring. A spinning X-shaped girder now appears. Manoeuvre past it, then look out for three arrows grouped together to form a triangle. You have to shoot this three times to make an extra life appear. A forest of girders appears next and it's a good idea to be on your side to get through – watch out for Slippy!

Rotating girders follow, which are easy enough if you keep to the centre. A Nova Bomb can be collected here. Next up are some hourglass ships and a cross-shaped ship which gives a twin blaster power-up if shot.

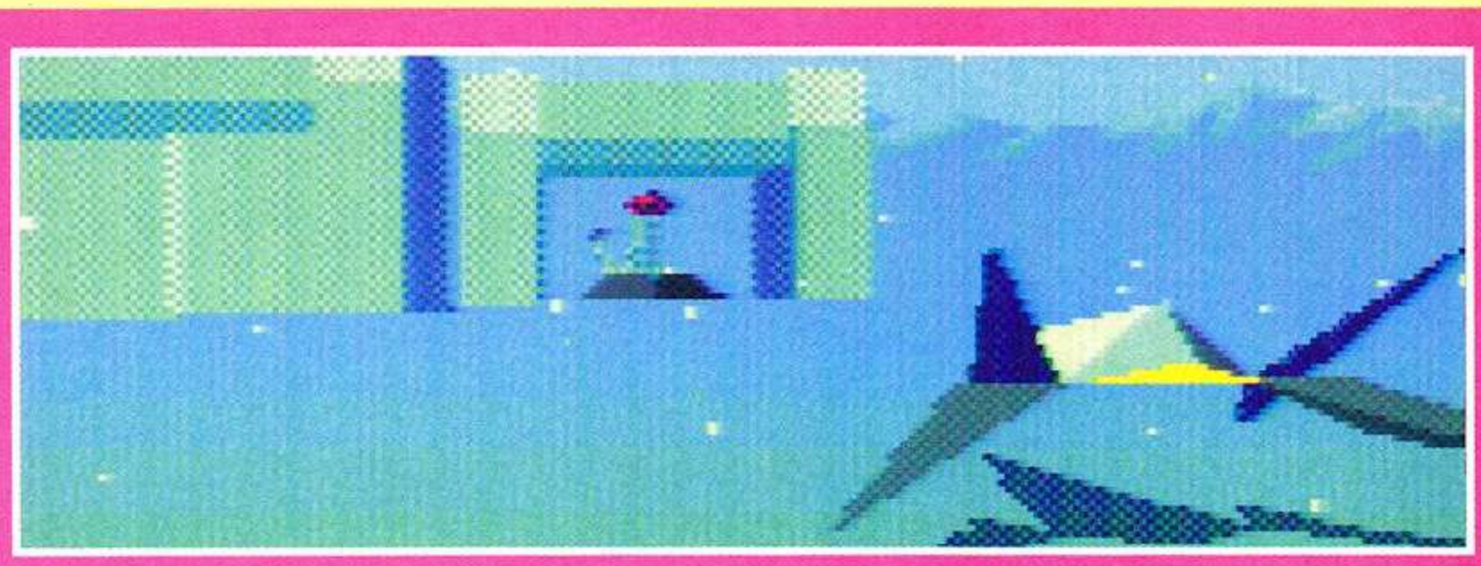
More scaffolding follows with another Nova Bomb, then more girders and a shield, more girders and a blue shield boost. A line of ships now appear which can only be shot when their blue faces turn toward you. The girders that follow seem very tough, but if you keep your thumb pressed on the brakes it's easy!

ROCKCRUSHER

This is another Level One refugee, toughened up for your second encounter with more dramatic manoeuvring, so keep your finger over the brakes. When one bunch of gun turrets have been taken out missiles will start firing. When the second lot go the main section flies off, watch out!, then the remaining section sends missiles firing up and down. Ignore them and keep blasting until fireballs are launched – bank sharply away then return to the attack.

TIPS STARFOX

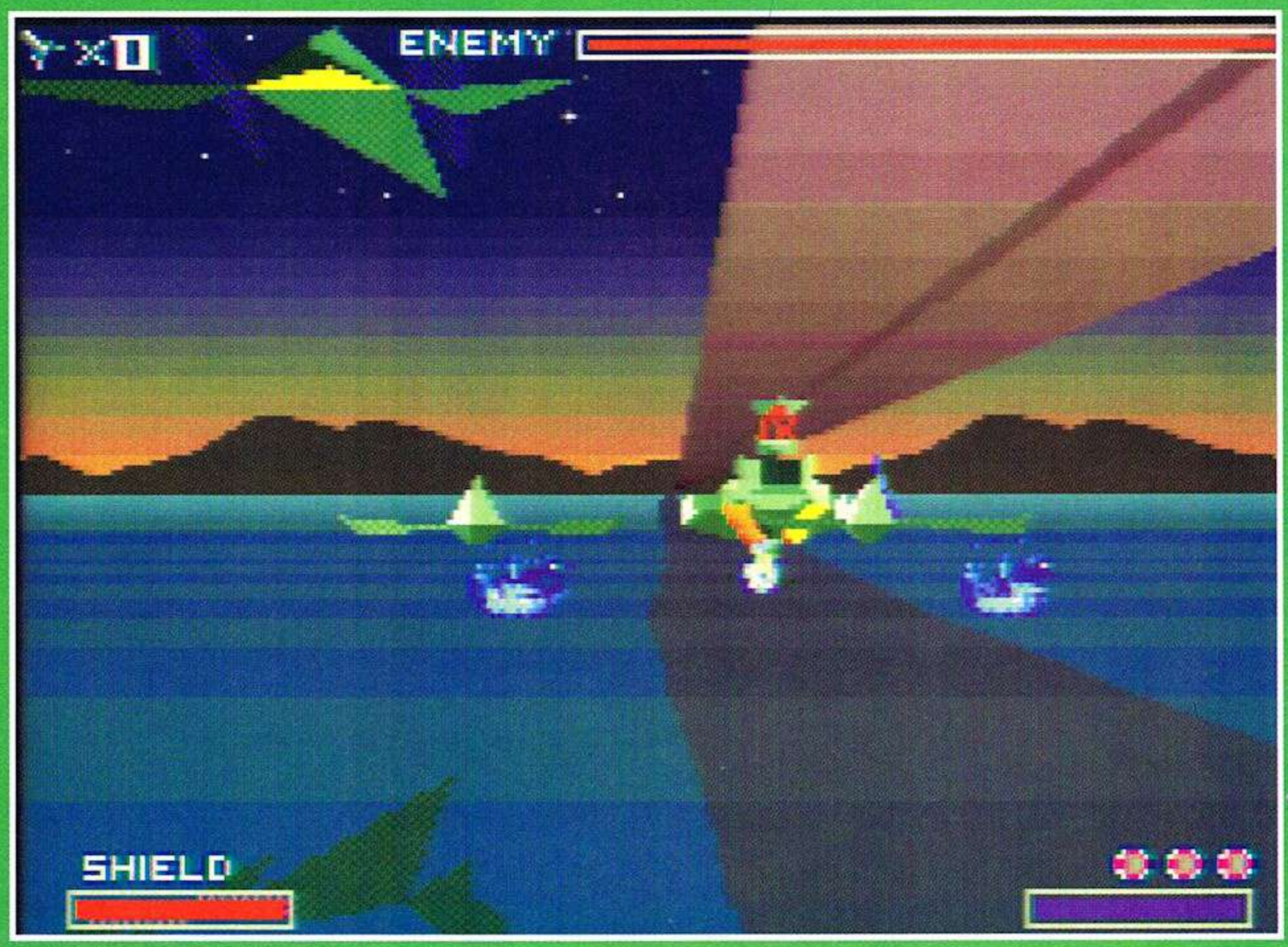
TITANIA



You begin your mission in a blizzard, flying through narrow canyons and facing walkers and ground turrets. Duck beneath the fireballs and blast the turrets before flying up to blast walkers. After this you're out on the plains with more gun turrets, tanks and various aircraft. Tanks come in threes and the left and right ones usually contain yellow energy circles. Spikes with rotating diamonds are best avoided, as are blocks suspended between two posts. Shooting them makes them rotate, occasionally revealing a Nova Bomb. A giant crab-like creature needs to be shot in its blue-flashing eyes, fly high and shoot downwards, dodging the fireballs it fires. After him, three hangers appear – the doors will briefly open if shot so time your entrance carefully. The centre hanger contains a twin blaster power-up, if you go for this you'll be looped back to face the crab again. To break the loop go for the right hanger which contains an orange crystal – fly through this to end the blizzard!

The now sunny Titania greets you with some tanks and gunship copters. There's also plenty of crabs – you can fly past these, over or under, but they'll fire backwards so you should swerve about to avoid the fireballs. Later on the crabs combine with fireball-firing gun turrets to give you real hassle. If things are going badly, use up your Nova bombs so that you can at least reach the reset point with the end-level guardian.

PROFESSOR HANGER



This giant machine is housed in a huge building which contains its own ocean. After saying "bye, bye" it retreats into the distance and you appear over the ocean. Hoppers glimmer in the sea along with flying fish. Move left and right blasting them. The fish take a few hits and cause plenty of damage if they fly into you. After these have all been disposed of Mr Hanger comes motoring down the road. His main weapon is a pair of flying fish, move one way then sharply bank the other way to avoid them. If your guns are fully powered up you can blast them, and in any case Professor Hanger ain't too tough even when he triplicates himself!

TIPS STARFOX

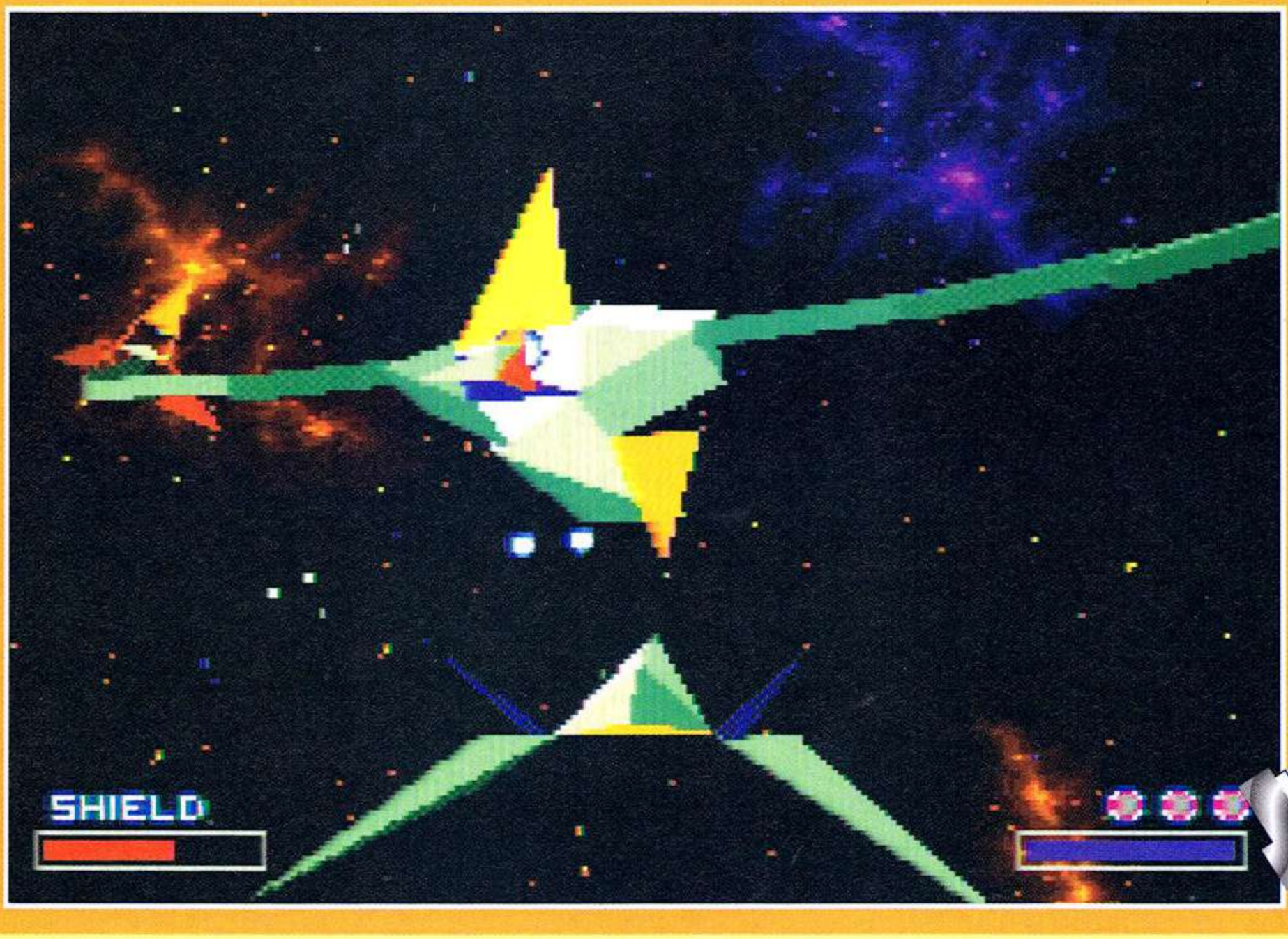
SECTOR Y

This is one of the strangest and most wonderful levels. Rather than a straightforward blast-'em-up, you feel as if you've wandered into an alien domain where your little war is just a side diversion. Schools of fish swim in the distance, giant grey squid fly past and stingrays undulate their wings. Enemy ships zoom past and it's a good idea to be careful with your shots. When shot, squid turn to attack you, but if you keep blasting they turn blue and sadly dip downwards to die. Red stingray start off aggressive however and should be shot – they then give a little cry and turn blue before flying off!

Quivering blue space amoeba can't be shot, only avoided, so use your bank and speed controls carefully. As soon as the amoeba start watch out for three spikes to the right – shoot these three times for an extra life. If an amoeba does latch on use the L/R buttons to shake it off.

After the amoeba a giant blue stingray appears. If you shoot it this will turn and ram you. It can be killed with heavy laser fire, while using boost to avoid it, but it's best simply to leave it alone. If you do there's a chance a giant whale will appear later – this creature makes great whale music, flying overhead and dispensing all sorts of power-ups.

PLASMA HYDRA



This guy comes on fierce, beating its arms about as it rushes forward launching missiles which, if shot, occasionally give you a yellow energy ring. The Hydra then retreats and begins spinning its arms about while launching missiles at you. You must avoid the arms and try to shoot them off, but watch out for blown off claws flying into your view-screen. Once the arms have been blown off a few times the Hydra begins manoeuvring around and sprouts a spiked-ball tail – mind it doesn't crash into you.

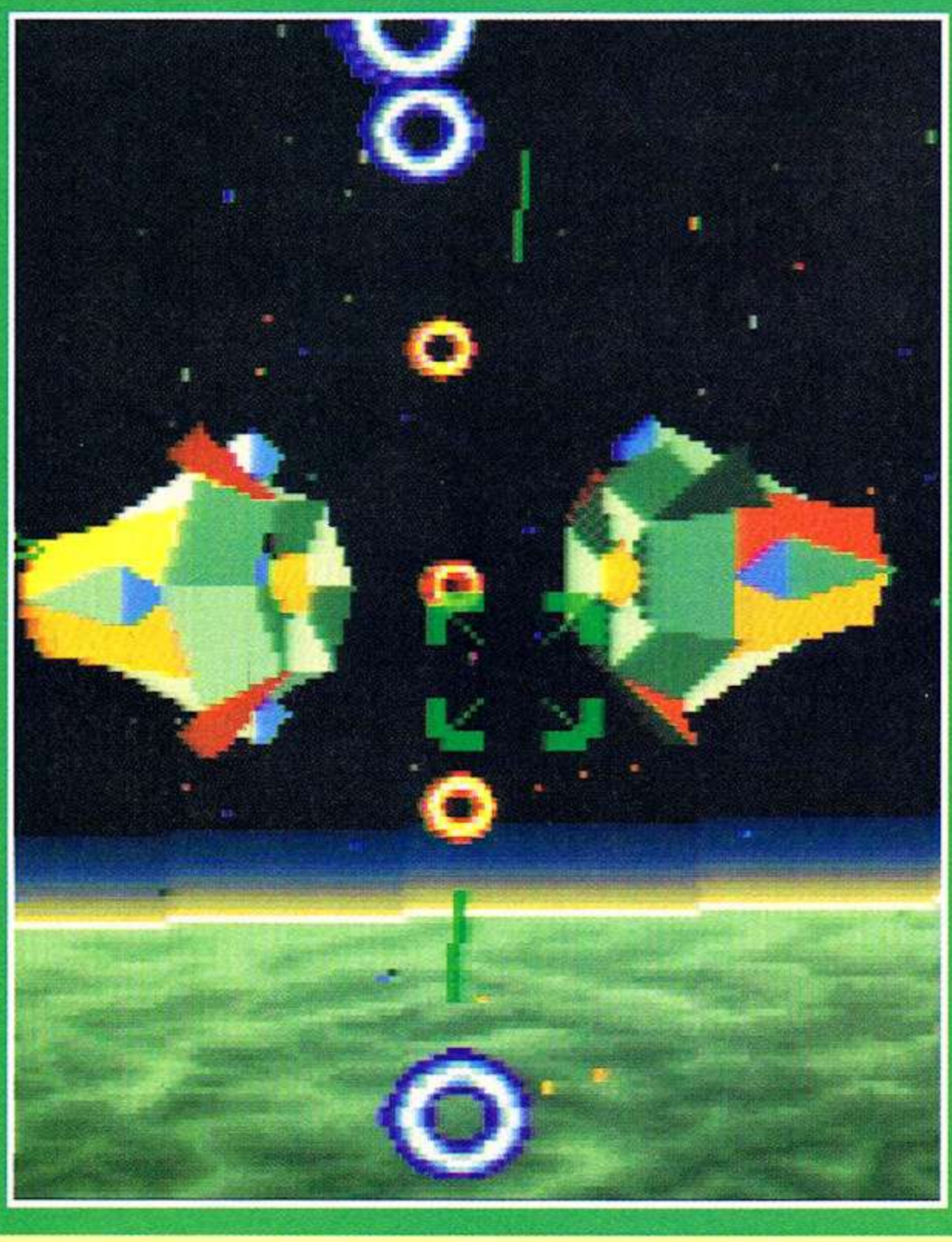
TIPS

STARFOX

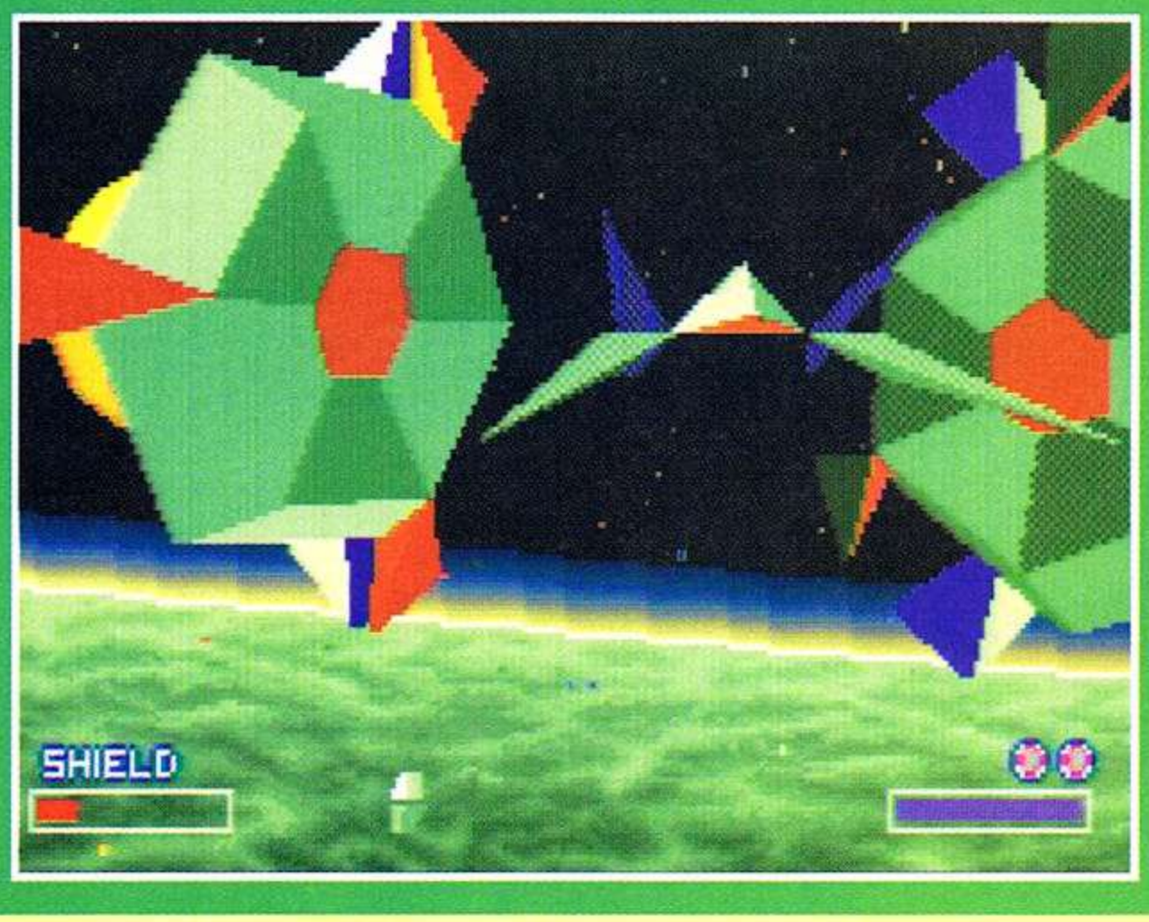
ABOVE VENOM

This looks much the same as on Level One, however the defences have grown fiercer with spinning mines which explode in a shower of yet more mines. There's also plenty of blue ships which attack in threes, firing polo-shaped plasma bolts which drain masses of energy on impact. As in Level One, there's plenty of red-tipped missiles, quite a few of which contain yellow energy circles, and red gunships which rotate blasting away with their lasers. Before the last bunch of mines four ships attack, one of these has shields but they're difficult to grab even if you do shoot the ship.

METAL SMASHER



This is one daunting mother. It consists of two cylinders which periodically crash together, trying to form an Arwing sandwich! Don't fight the initial suction, go into the trap blasting away at the red weak points, then just as you've got as far as you can go slam on the brakes to reverse out of the trap just as the cylinders meet up. This isn't that difficult but after a while the cyclinders start exchanging red/blue fireballs before spitting them at you. Manoeuvre around, then bank sharply away as they're fired at you. These inflict heavy damage. When one of the cylinders finally explode the other won't take much more fire to go the same way. You can save your Novas for this stage but I use them early as mines come at you when you're being sucked in and Novas usefully clear them off.



TIPS STARFOX

VENOM PLANET SURFACE

This level has you zooming down a corridor and there's plenty of obstacles and traffic. First of all you'll face some static obstacles, big hulking things which take a fair number of hits to destroy. Yellow nosed ones contain energy rings. After that there's a stream of oncoming traffic, big fat flying cars which come lumbering toward you. They're unarmed but you have to rapid-fire with accuracy to ensure you don't end up splattered across their windshields. Once again, yellow markings identify energy circle carriers.

Occasionally gun turrets appear on the floor, unleashing a stream of white fireballs just to get the adrenalin going. This level doesn't seem that tough initially, but just a few shuddering car collisions dramatically reduce your energy so be careful and don't forget your Nova Bombs. Unless your lasers have been powered up, your weedy single-shot laser might not be able to cope, so using one life and all your Nova Bombs to get to the end-level guardian reset point is a good idea.

Towards the end of the level you'll see something off to the left-hand side of the screen, small sprites just at the periphery of your vision. Don't let them get closer! As much as possible, without hitting pillars, angle your Arwing to blast them into pieces. These are the Mad Bikers and there's more of them coming soon.

GALACTIC

This end-level guardian is an unspectacular polygon lump which comes motoring down the roadway looking rather unmenacing. It has no armaments itself but is far from harmless. Firstly it'll open up its nose to release a pair of Mad Bikers. This is the only time the ship is vulnerable so you must really pump in the laser bolts to do some serious damage and, hopefully, take out the Mad Bikers.

If you fail to total the Mad Bikers they'll simply whizz past you, seeming rather useless as they too are unarmed. However they soon return, revving their engines up to pull ahead – their polygon pilots waving at you – then slamming into the side of the Arwing, causing serious damage. You must manoeuvre out of their way, slowing down to let them pull ahead and into your gunsights. These guys play rough and letting them get past you is a serious mistake. In fact if you've got any Nova Bombs left it's a good idea to pop one into the main guardian just as it's releasing them!

After a while the main guardian gets into this barging business itself, slowing down to get just in front of you, then trying to slam you into a wall. By slowing down and avoiding getting caught against the wall you should avoid being totalled. In truth, this guardian isn't that tough.

ANDROSS

Once you've polished off the mega-guardian the game gets serious. You enter a long, twisting corridor similar to that at the end of level one. It's automatic until the corridor straightens out, initially offering a Nova Bomb and blue energy ring to restore your spirits. Then it gets mean, as grey bars slam in from the corridor sides, closing off part of the screen. It's very fast and you have to be quick to slam on the brakes as you manoeuvre to survive. Caution here is essential as this is where you return to, whenever you get killed by Andross.

Andross takes the same form as before, a face which fires blocks from its eyes, periodically trying to suck you in. Remember to pull back, then get ready for it to vomit indestructible blocks at you, slow down and manoeuvre away before resuming your attack. When the eyes have been blown out the face disintergrates to reveal a pointed cube; blast this fast before his face reforms to restart process.

TIPS STARFOX

THE BLACK HOLE

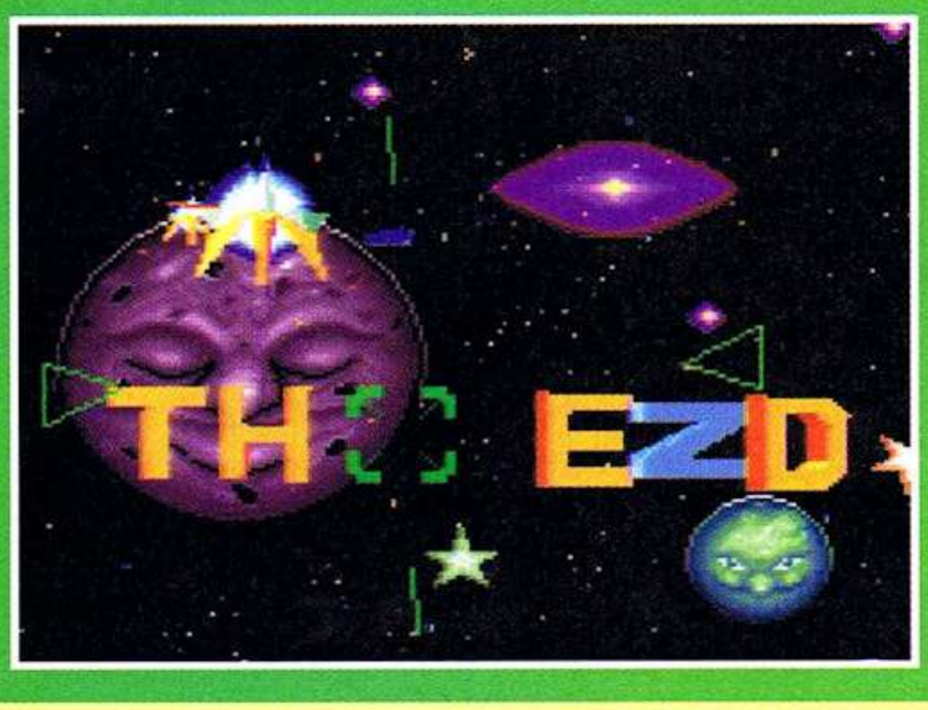
This extremely useful and weird level is to be found on Level One's Asteroid level. Here there are lines of grey asteroids with an orange, destructible asteroid at their centre. You must wait until the last moment before destroying these orange asteroids. Do this three times and then bear left, looking out for the grinning asteroid. Fly into this and you'll be warped into the Black Hole. As you fly along in the Black Hole most of the game's enemies will fly past. There's an extra life bonus to collect first, then circular doorways can be shot open for blaster power-ups. There are plenty of yellow energy circles, but don't mistake them for the more solid yellow gateways which trigger Black Hole exits. The first gateway will take you to Sector Y, the second Sector Z, the third Above Venom (Level One). However the ultimate objective of this level is to find your father!

THE SLOT MACHINE

This psychedelic level is found on the Asteroid level on Level Three. Close to the start there are two big asteroids of the type which are usually indestructible. However the second one you see isn't! If you keep shooting it the asteroid will explode and send out an egg which hatches into a starbird. Fly into the starbird's head and you'll be warped to this weird level.

Various strange polygons must be shot, some like paper airplanes, before you get to the slot machine. The aim of the game is to get three sevens. You can get the barrels rolling by firing at the arm, then get holds by shooting the buttons. It's not easy, but if you get a good score coins are dispensed which give you extra energy.

Should you defeat the slot machine you get the end-game credits then another little game! Here the letters for 'The End' must be shot to rotate into the correct alignment. But watch out for enemy ships shooting the letters!



NEXT MONTH

The third and final level gets busted open with a full solution accompanied by the most spectacular pictures yet seen. You simply won't believe your eyes!

- ***Star Fox*** **is officially released in the UK on June 5th and will be titled *Starwing*, priced £49.99.**

SUPER PRO

TIPS

LETHAL WEAPON

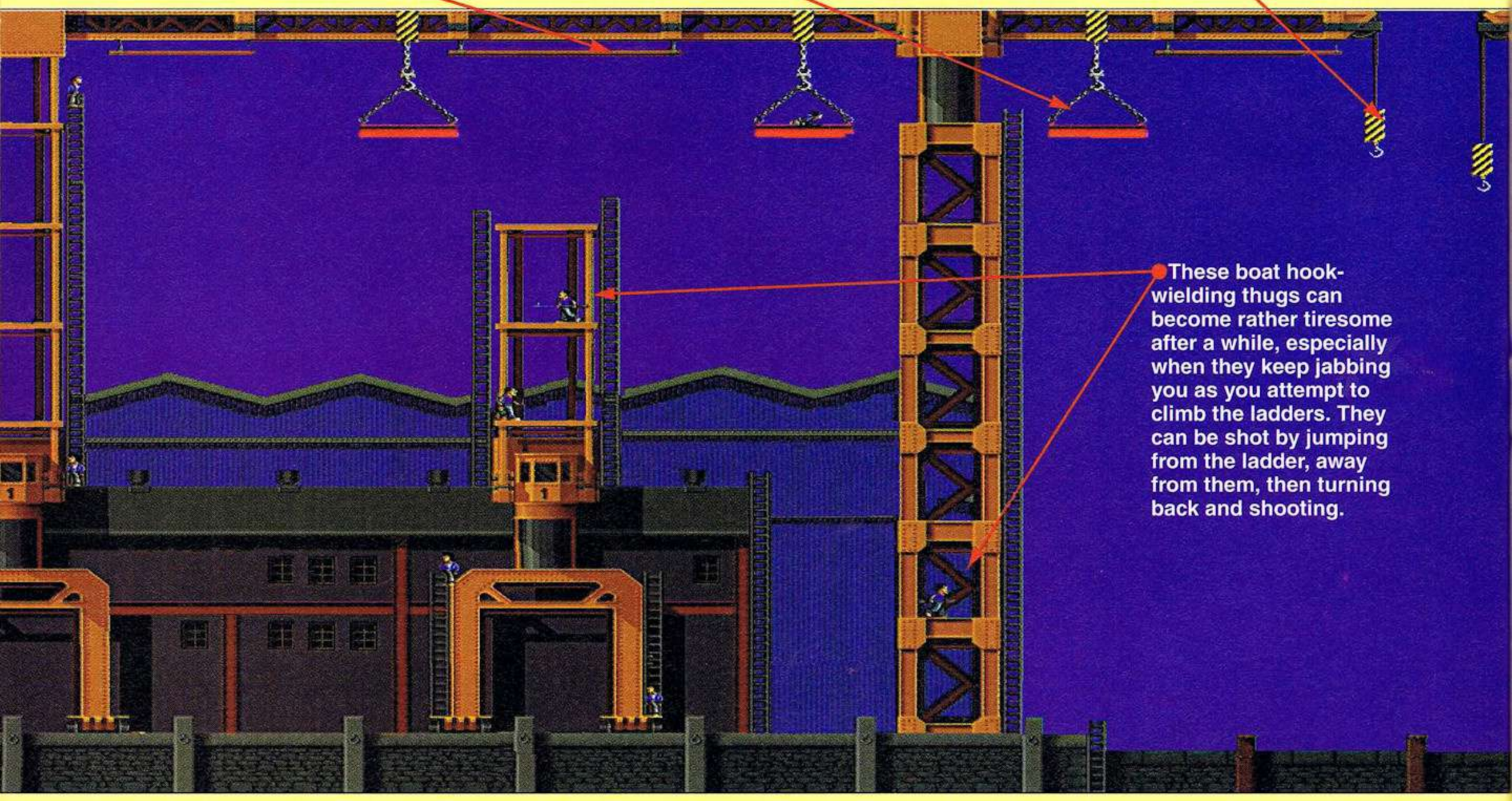
It would appear that movie games are all the rage at the moment, and Ocean's frantic platformer, *Lethal Weapon*, is among the cream of the crop. This game of gigantic proportions was simply gagging to be busted right from the very moment we clapped eyes on it, and not content with resting on our laurels after last month's feast of *Xandra* and *Star Wars*, the Pro's have once again come up with yet another gripping solution.

SECTION ONE

Use these beams to get across the shark infested waters. To grab on to them, simply jump up and push up on the joypad as you reach them.

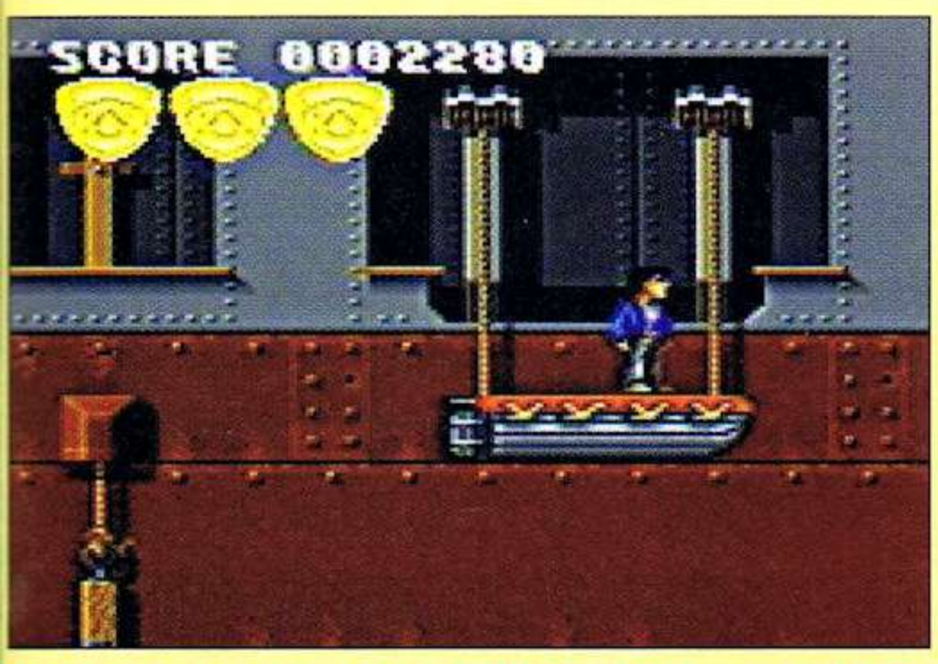
These moving girders will take you a certain distance across the top of the screen, thus allowing you to get to other beams and towers.

These mechanical winches can be used to get across the top of the level. Simply jump on to them, then climb to the very top of the rope. The hooks won't be able to get you then.



These boat hook-wielding thugs can become rather tiresome after a while, especially when they keep jabbing you as you attempt to climb the ladders. They can be shot by jumping from the ladder, away from them, then turning back and shooting.

TIPS



This level is fairly straight forward. Simply use the various platforms to make your way to the right. The various hazards to watch out for include rampaging life-preservers, scattering cooks, and the usual assortment of heavily armed thugs!

The key to avoiding the life-preservers is to wait until they come bounding down before attempting to jump the gaps. When you reach the far right-hand side of he ship, you'll have to jump onto a ladder which will take you up to a door leading to the next level.

Although at first this level looks fairly complicated, it's actually very straight forward. Go left as far as you can go and then climb up the ladder. Try to avoid the dodgy boilers that litter the passageways, they can be jumped over, or shot if you can spare the ammo.

At the top of the ladder, go right until you reach the end. There are several unusual methods of dodging various hazards that you wouldn't really associate with the films, even including some bouncy inflatable rafts!

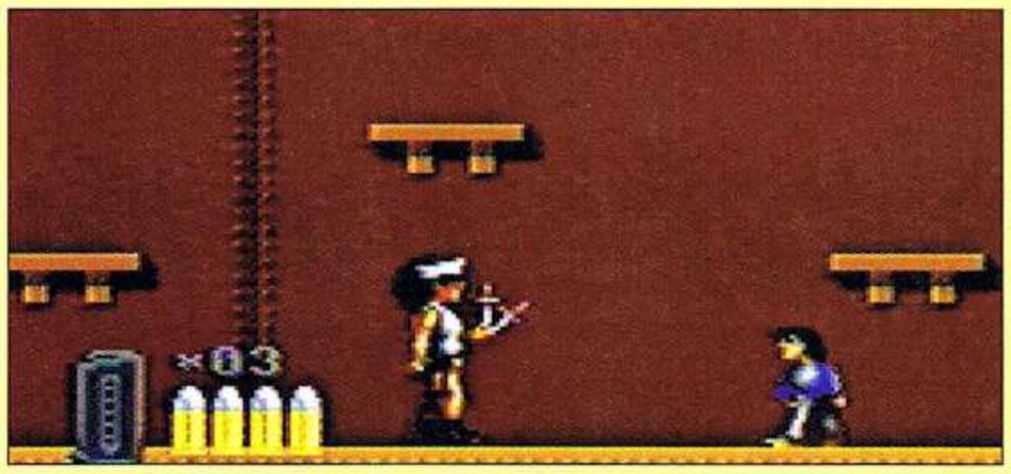
Use the raft at the very end of the level to bounce up to the highest section. Once up you'll encounter a series of rotating blades. Jump onto the horizontal platforms to dodge them. The next hazard will be the ship's mighty funnels. You must use the series of ropes to successfully manoeuvre your way across but if you accidentally drop off, you'll be whisked back to the start of the level.

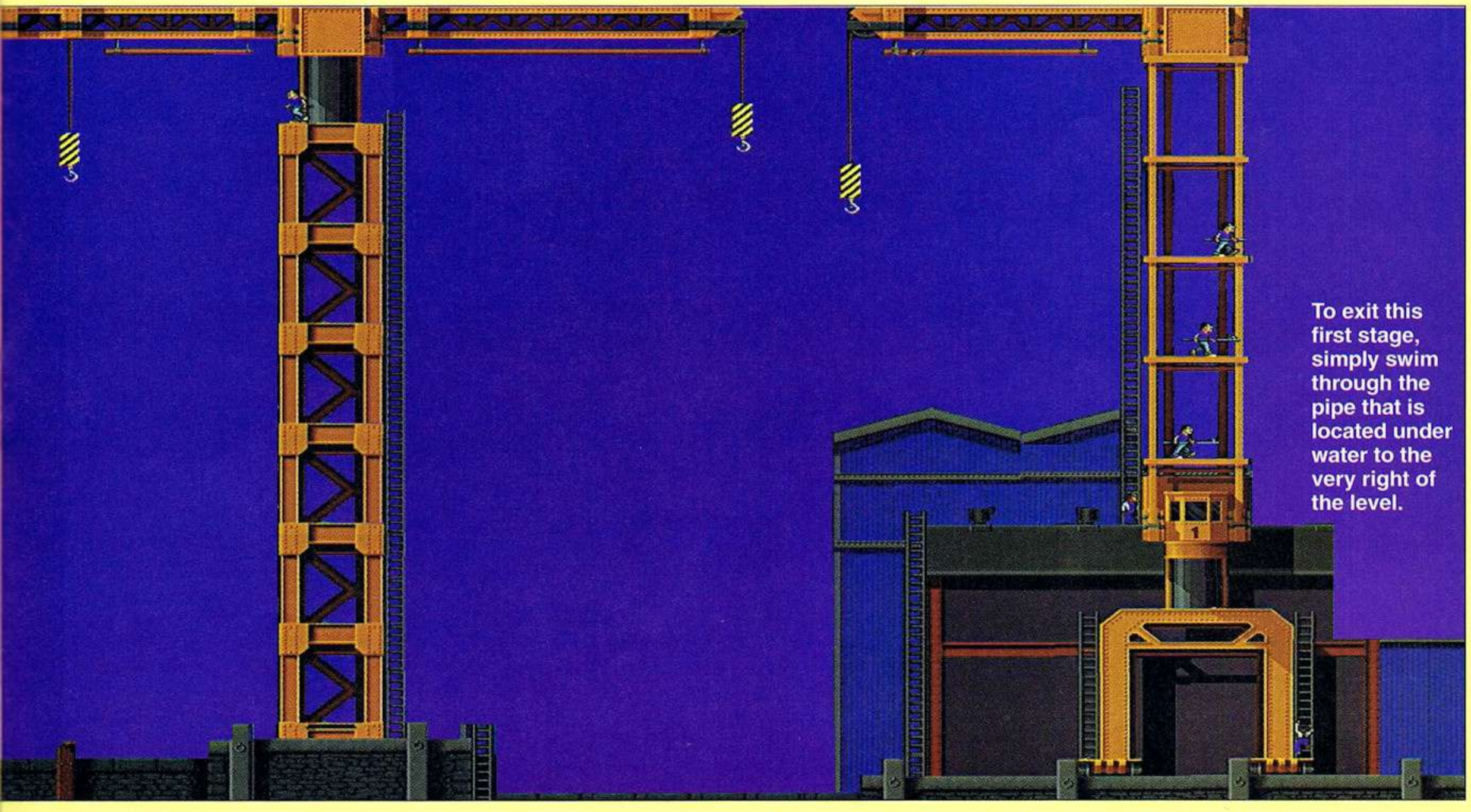
Once past the funnels, simply go left to the exit.

This is the first guardian and what a nightmare it is. It comes in the form of a vicious, knife-wielding maniac sailor, who must have cracked under the pressure of being at sea for so long!

Defeating him takes great timing and reflexes, so listen up!

As he walks towards you, jump onto the lowest platform and jump over his knives as he throws them. They scatter in three directions, so be prepared. As you jump over the knives, land on the ground and turn to shoot the psycho – you should be able to get in at least two hits before he commences his attack. As he comes towards you again, do as before and jump onto the lowest platform. Now simply repeat the process until he's dog-meat!



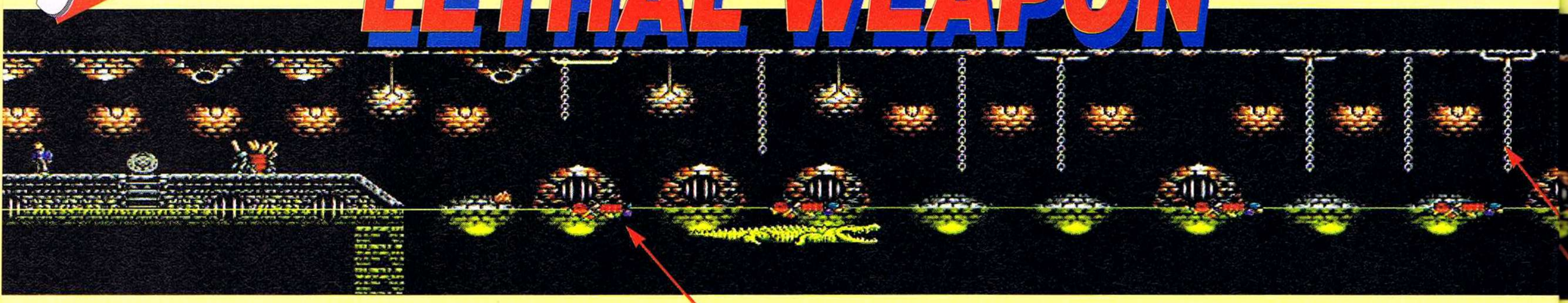


To exit this first stage, simply swim through the pipe that is located under water to the very right of the level.

SUPER PRO

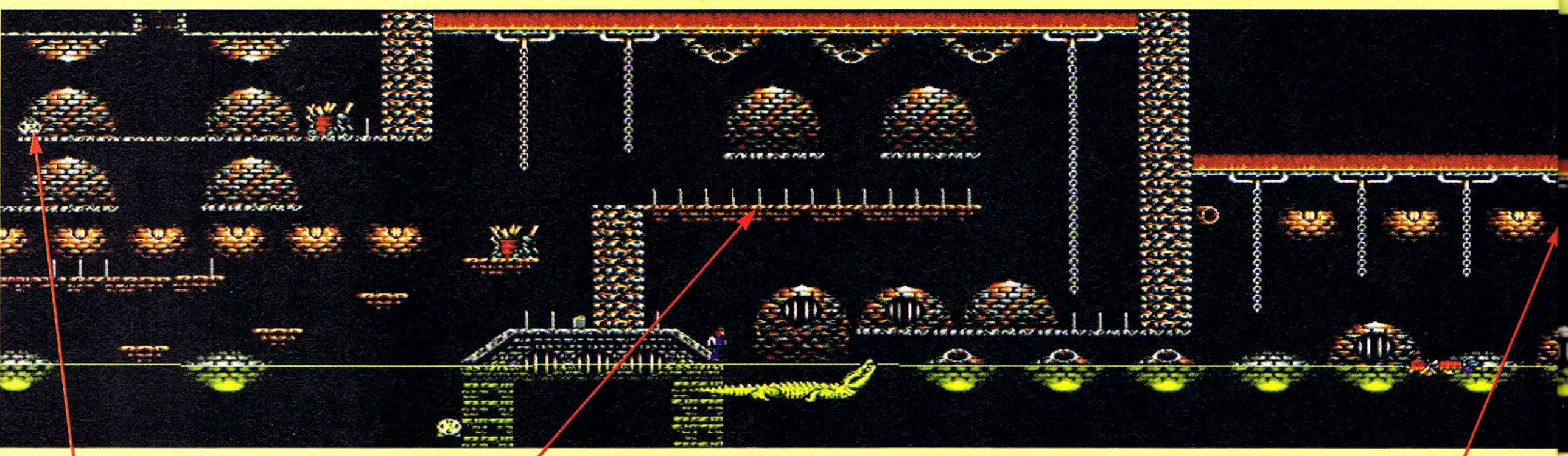
TIPS

LETHAL WEAPON



By courageously jumping down this manhole, you'll progress on to the next level.

SECTION TWO



There are a few goodies scattered about the early sections of this level, so stock up on those vital supplies.

These spikes are fatal if touched, so use the overhead platforms to get across in one piece.

As you reach the penultimate chain, climb to the very top and wait there until the boulder has flown out of the hole in the wall. Otherwise it'll knock you off!

As you start the level, you'll see a chain to the right. Jump on to it and climb to the top. Now jump across to the right and you should grab onto a second chain. Climb to the top once again and jump across to a third chain. Make your way down and jump to the platform to the right at the foot of the chain. Use the two platforms to dodge the spikes and then drop down to the lower section. There will be a few guards to kill as you reach this point so be ready for action.

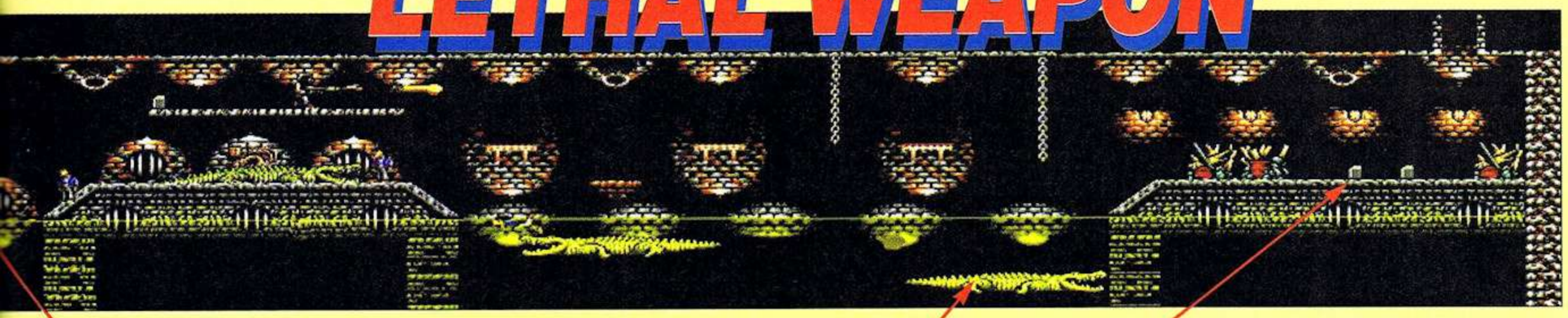
This level is more a case of trial and error than anything else. The object is to make you way up to the top of the level using the various platforms. However, the higher platforms are littered with snipers and deadly spikes that spell instant death if touched. The key to completing this level is not to rush, take each hazard as it comes and deal with it appropriately. The door to the next level can be located in the top-right corner.

This level involves flicking loads of switches, whilst risking life and limb to evade the various hazards. Go right, killing the thugs as you go and climb up the ladder located to the far right of the level. Flick the switch and go back along to the left. Now go down the ladder that you passed before and continue going right. Drop in the water and flick the switch in the bottom right-hand corner taking care to avoid the blood-thirsty crocodile and the deadly spikes at the bottom of the tank.

Now jump onto the ropes and make your way over to the right. Go down the first ladder you come to and drop in the water once again. Swim over to the left and flick the switch, then get out of the tank. Continue going right until you reach the exit.

TIPS

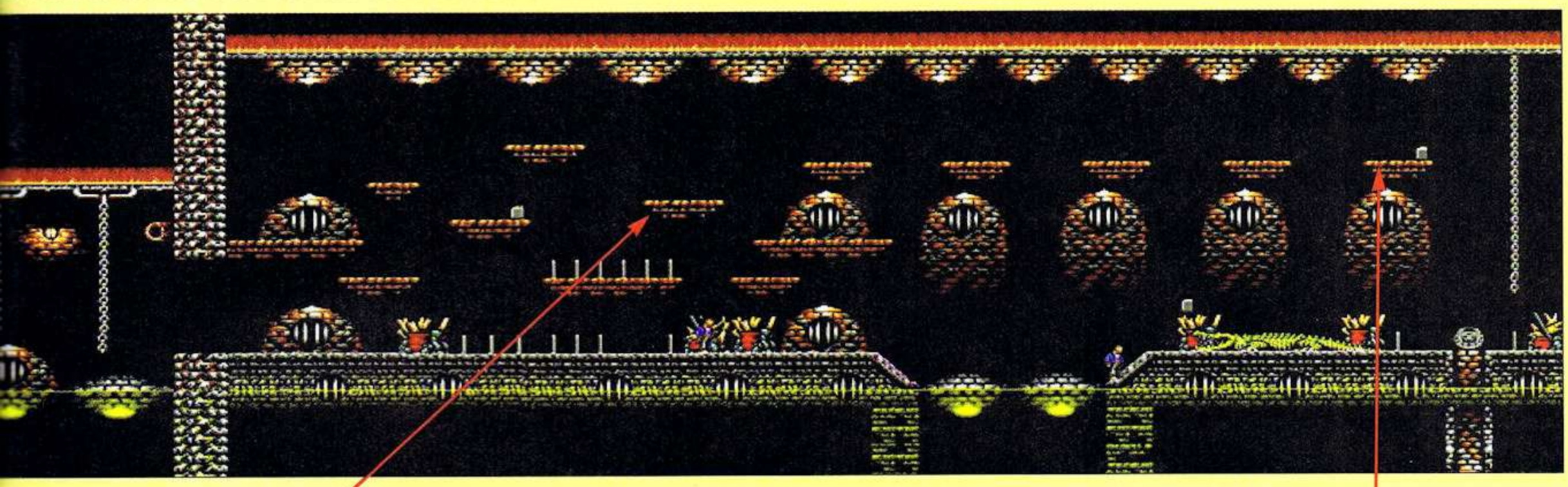
LETHAL WEAPON



You can either use the rafts or the hanging chains to get across the water

Be sure to use your roll attack if the crocodiles get too close, otherwise they'll take a hefty portion of your energy.

Here is a chance to stock up with essential ammo, and judging by the hordes of oncoming thugs on the next few levels, you're sure gonna need it!

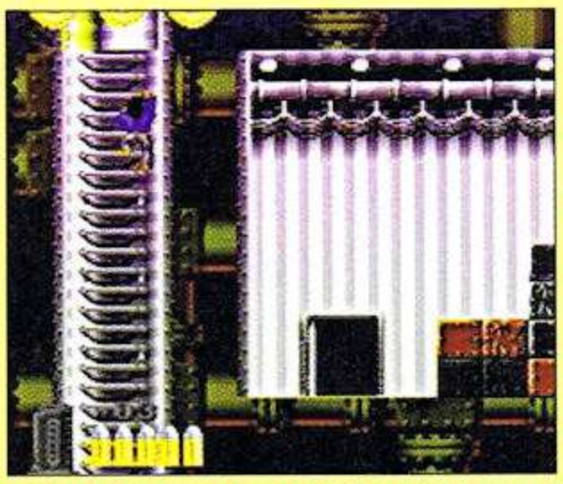


Make sure that you observe which platforms contain retracting spikes, then carefully plot your way along.

This last row of platforms is heavily infested with gun-wielding thugs, so be sure to shoot every time you land on a new one. Then simply drop down the manhole at the end.

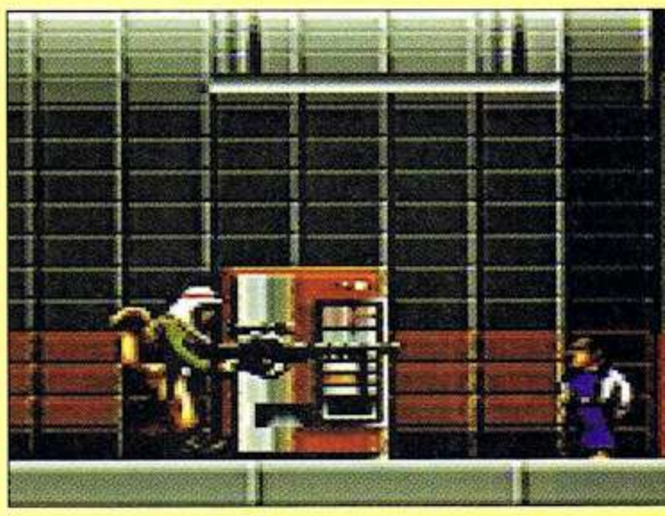
Go right and get the extra time, located along the bottom of the level, then go up and right. When you drop down into the room, go along the bottom and flick the switch, then take the higher route. Hop on the lift and go down to the lower sections of the level. Go right and climb up the series of ladders. Drop down into the room and make your way down using the various platforms that are scattered around. At the bottom, go left to the exit.

Go left and climb the three ladders to flick the switches. Then continue going left up the slope. Take the lower route and drop into the tank full of water. Swim left and go up the ladder to flick the switch. Go back the way you came and continue climbing the slope. Continue going left and climb the series of ladders at the end to find the exit.



END GUARDIAN

This Libyan terrorist can be killed quite easily by continually pounding him with bullets. He won't put up much of a fight, so finishing him off shouldn't be too stressful for you!



SUBWAY LEVELS

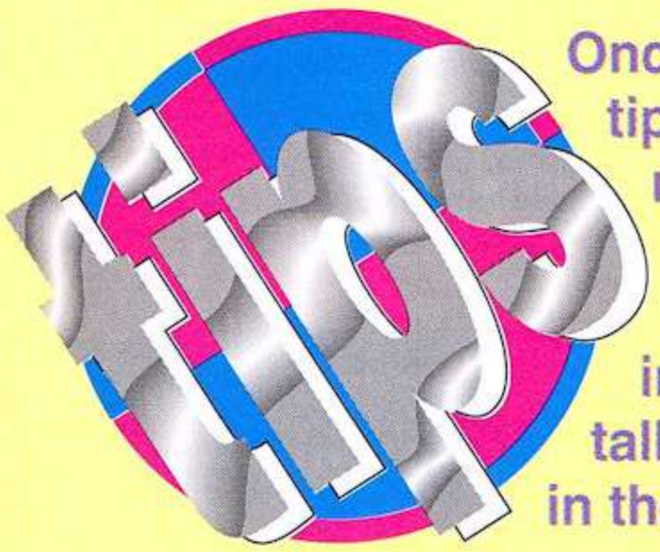
These sections of the stage are extremely simple. Just keep going right and ducking into the nearest available exit. There are, however, a few hazards to look out for, such as the usual multitude of gun-wielding psychos and the odd stick of dynamite, but nothing too dangerous!

You'll eventually come to the underground train, where you must continue to make your way right, blasting the onslaught of brutal cronies.

NEXT MONTH

Even more game bustings maps, tips and hints to blast your way through *Lethal Weapon*. Don't miss it, or you're a nancy!

RYAN'S SNAPPY SHORTS



Once again, the response to last month's offer of a free cart to the best tips has miraculously spurred you all on, and given you the incentive needed to get those tricks scribbled down on paper and sent in! But remember, only the most original tips with be in contention for the prestigious prize, and anyone who tries to rip-off other mags will be instantly spotted and blacklisted, so there! Anyway, enough of the big-talk and on with the reason you turned to this humble section of the mag in the first place, after all, no-one reads my boring intros anyway!

SONIC BLAST MAN

Thanks to Marcus Allen from Stockport for supplying us with this brilliant cheat for Taito's tongue-in-cheek beat-'em-up. This cheat allows the player to warp to the bonus punching rounds without having to complete the various scrolling levels beforehand. During the option screen, go to music select and select 10 HIT, then hold down SELECT, L, R, R, L, and START. Now simply sit back and enjoy the non-stop punching frenzy!

NHLPA HOCKEY '93

Although I hope to compile a full players' guide to EA's corking ice hockey sim at a later date, here is a useful code sent in by Sarah Brown from Avon to get you through to the final. Simply enter C42BWBG00P37LV9J to zip straight through to the final, which incidentally is being held between Los Angeles and Boston.

HUMAN GP

Thanks to Simon Green from Kent for this quickie. To alter the starting positions on the grid, simply hold down SELECT, and then press B.

BEST OF THE BEST

Thanks to Scott Harding from Poole for sending me these helpful passwords for this great beat-'em-up.

To become super-human (not unlike me!) tap in the following code: RHT255SZ7G. This code will also give you a whopping-great score of 99-99-99.

Here's another code that will start you off with a score of 63-71-42. If you beat the next fighter, then you'll be rewarded with a special screen inviting you into the top ten fighters. If you beat the next fighter, Chan Lee, you'll be invited to fight on the Kumate screen. The code is as follows: V9HH066089.

ROBOCOP 3

Ocean's futuristic film tie-in has to be regarded as one of the toughest games of all time. However, Bradley Newman from Barnstable is on the case and has sent in this excellent tip to make life for our metallic hero a little bit easier. At any point during the game, press START, and then SELECT three times to restore your energy bar to full power. This cheat can be repeated every time you get short of life force.

RANMA 1/2

Many thanks to Sean Cherry from Blackpool for sending me this helpful hint for this oddly titled Japanese beat-'em-up. To fight using two identical characters, hold L, R, UP, and then press START.

Hold down the L and R buttons, then select a two-player game. Another menu screen will then appear giving you a chance to select all of the characters including the two bonus level fighters. You can then proceed to alter the fighting background by pressing SELECT.

To increase the range of characters available to you in one-player mode, hold down the L and R buttons during the character select screen.

WARPSPEED

A special thanks to whoever it was that sent in these level codes for this average *Wing Commander* clone, as I seem to have mislaid the name and address!

V63L90BD6 – Campaign 2.
V695FJCMJ – Campaign 3.
V6?82P4B5 – Campaign 4.

TUFF E NUFF

My hat goes off to Gaby Stergides from Highgate for compiling this list of level codes for the second-best beat-'em-up on the SNES.

427011 – Stage 2.
537071 – Stage 3.
430700 – Stage 4.
500760 – Stage 5.
401637 – Stage 6.
511617 – Stage 7.
412526 – Stage 8.
562506 – Stage 9.
463455 – Final Stage.

Q-BERT 3

Here's a handy tip for all you crazed Bert fanatics out there. If you're having difficulty getting anywhere in this wacky game, the Mick Geach from Yeovil has a great cheat to warp straight to level 11. On the title screen, move down to the Game Options and press START. Once in the Options mode, press the B button eight times. You should hear a tone indicating that the code has worked. Now simply start a one or two player game and be instantly transported to level 11.

BATTLE CLASH

To alter the level of difficulty, go to the title screen and press LEFT and SELECT at the same time. The screen should go black and the "Adjust Aim" section should appear. Now simply start the game as normal and prepare yourself for the added challenge. Thanks to sharp-shooting Gary Jones from Weymouth for this tip.

"Free Play" mode and get infinite continues.

Now try this excellent tip from the same anonymous sender. Go through the whole of level 1 without shooting anything until you reach the end of level boss. Dispose of it accordingly and on the next level you'll have a chance to choose a Napalm Flame Thrower, which can be kept throughout the entire game.

CYBERNATOR

A special thanks to whoever it was that sent us this great tip amongst other things (ahem!). During the title screen, press and hold UP, R, L, and START. You can now select a

DESERT STRIKE

Although we've already covered this game in some detail, we failed to supply the code that will allow you to see the game-over sequence. So thanks to Chris Longman for picking up the fact and hastily faxing me this nifty little code: 99P55LM.

Hallelujah! Why the excitement I hear you ask, well the scorching month of June sees the official release of Hornby's long awaited Game Genie. This slick hacking device has been hovering around on the import scene for quite a while now, building up a huge catalogue of mind-blowing codes to hack-in, fiddle around, and generally change your games beyond recognition. To mark this special occasion, here's a handful of new codes to use (if you own the US Genie), or file away for such times when your bank balance looks healthy enough to cover the modest asking price!

PLEASE NOTE: the codes are from the UK code book and thus may not work with US or Japanese versions of the games.

ANOTHER WORLD

5E6830A4 – Gun starts with almost infinite ammo.
5EB649B2 – Gun recharges with almost infinite ammo.
5E39313D – Almost infinite air supply when swimming.

DESERT STRIKE

DD63A409 – Infinite ammo.
EC3A676F – Start with 250 hydras.
EC3367DF – Start with 250 missiles.

DRAGON'S LAIR

C38964D4 – Infinite shields.
C36ADFAF – Infinite lives.
C28FA4D4 – Infinite time.

FINAL FIGHT

A9CE67D6+D4CE67A6 – Infinite lives.
29AE6DA1+DDC7AD0C – Infinite energy (except against special weapons, and special attacks).
DD8F6766 – All food gives full energy.
A288DFD9 – Infinite continues.

RIVAL TURF

C2C3076D – Infinite continues.
EEC404AF+FE6D576C+EE6E04D7+FE68A7A1 – Start with more energy.
DD6AAD61 – Full energy from all food.

PILOT WINGS

108D0FA7 – Infinite fuel.
4DE76D0F – Reduce gravity.
CDE76DDF – Increase gravity.
E2EF6F0F – Increase rocket pack thrust by three times.

RACE DRIVIN'

A26607AD – Freeze timer.
806604DD – Slower timer.
426D4DD – Faster timer.

STREET FIGHTER II

50A56767 – This will allow players to repeat their special moves by executing the move once and then pressing the same button that executes the move again repeatedly. For example perform one of Ryu's strong dragon punches, and then simply press the strong punch button again to repeat the move. This code not only saves time, but also saves you forking out 70 quid for one of those programmable joysticks.
9D236D67 – All hits draw blood.
DD616DA9 – Players can execute special moves in the air.
2AA5DF60 – Dragon punch goes higher.
DFA0DDA0+ADA0DFD0 – No pause afters fireballs.
6D25A467+6F25A4A7 – Players can hit opponents no matter where they are.
DAB8A661 – Do special moves just by pressing buttons.

GENIE IN YOUR SNES

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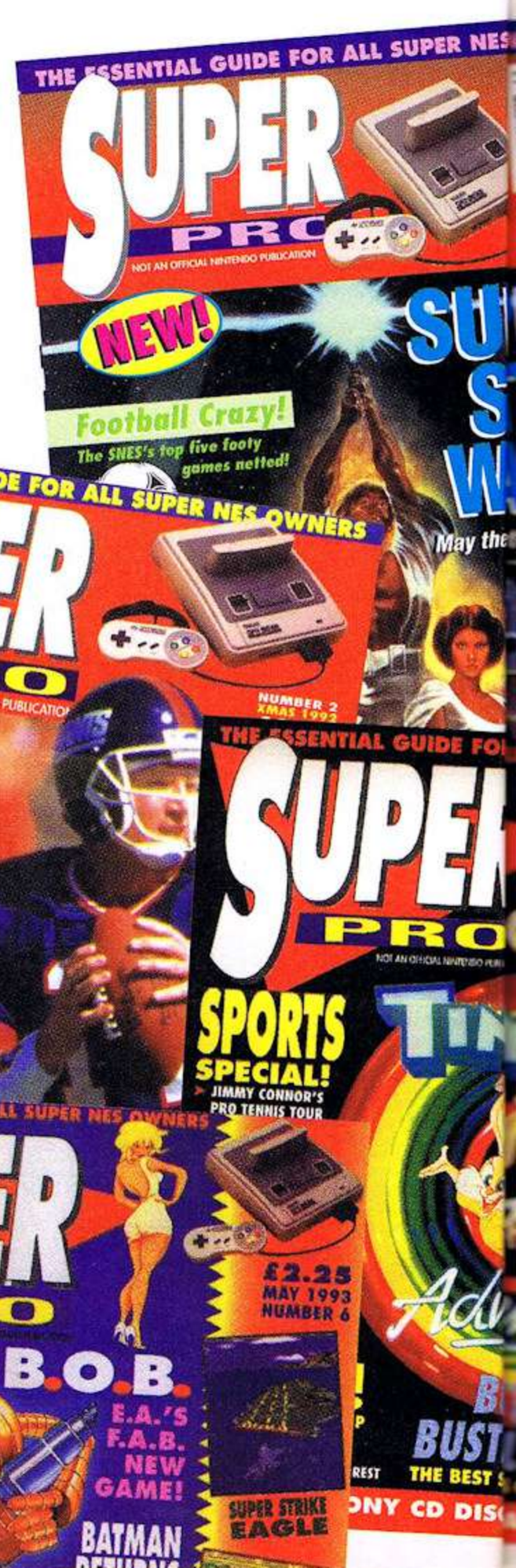

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FORM04MAR

SUPER PRO GAMEBUSTERS a-z

There's an ever-increasing stock of official SNES games out there to beat and some of them aren't that easy! So thanks be to Ryan for this authoritative run-down on those special tips which bust a game completely open.

THE ADDAMS FAMILY
LEVEL CODES

Enter these level codes to get further in Ocean's spooky platformer:
&&YKH – 17 lives, 3 hearts, Granny.
V&HKF – 19 lives, 4 hearts, Granny, Pugsley.
?DH94 – 29 lives, 4 hearts, Granny, Wednesday.
?LSR4 – 33 lives, 4 hearts, Granny, Wednesday, Fester.
BLSRS– 33 lives, 5 hearts, Granny, Wednesday, Fester, Pugsley.

ACTRAISER
SPECIAL MODE

When you finish the game in regular mode, it is possible to select a special mode. On the title screen, move the icon below "New Game". The word "Special" appears. This will enable you to play through the game without going into the creation mode.

AXELAY
INFINITE LIVES

To gain an unlimited supply of ships, pause the game, unpause, and then pause again. Then press SELECT, UP, DOWN, LEFT, RIGHT, Y, B, A, X. Now unpause the game. If the cheat has worked, then the word "Mutek" will have appeared where the score used to be.

BLAZING SKIES
POWER-UP

This quickie will allow you to start the game with a fully powered Marcel LeBlanc. Simply select the "Continue Game" option and then go to "End". It's easy when you know how!

BLUES BROS
99 LIVES

At the Denver concert, collect the 11 extra lives available, then commit hari-kari. Repeat the process until you have accumulated the 99 lives limit.

DINO CITY
LEVEL CODES

Stage 2: 1SXR1EWMXNNN
Stage 3: JCSNKEWKX4C3
Stage 4: NCDDIVWYXNXN
Stage 5: DCUJJWWGXUON

F-1 EXHAUST HEAT
MUSIC SELECT

To get a music select mode on this gripping racing game, simply input the following initials as the first three letters when you register your name: OTO.
SUPER SPEED
Thanks to Paul "Interesting signature" Hoedemaker for this handy little tip. If you have a joypad with auto-fire, put the L and R button on semi-auto. Now, during the game, if you hold them down on a straight, your car will go up to 404 m.p.h!

FINAL FIGHT
HIDDEN OPTIONS MENU

Hold the L and R buttons and press START on the title screen. You can now alter your number of lives as well as the difficulty level.
EXTRA ENERGY
When the policeman drops his gum as he enters the screen, pick it up and chew it. This will replenish your energy bar.

FINAL FIGHT GUY
EXTRA ENERGY

On level four, top up your energy by continually walking up and down in front of the white dog.

GRADIUS III
SUPER POWER-UPS

In order to get missiles, full options and shields, simply pause the game and press UP, UP, DOWN, DOWN, L, R, L, R, B, A and then restart.
EXTRA LIVES
For 30 lives, hold left on the title screen, press A three times and then start the game.
EXTRA CREDITS
For up to nine extra credits, press the X button rapidly on the title screen. For every tenth press on the button, you will be rewarded with an extra credit. Be sure to start the game before the title screen disappears, otherwise the number will revert back to four.
EXTRA LEVEL
During the options screen, hammer the A button at about eight times a second (it helps if you have turbo mode on your control pad). Where the level of play is shown, the word ARCADE will appear. This not only increases the difficulty of the game, but also adds an entirely new level.

JOE AND MAC
EXTRA LIVES AND ITEMS

Go to a stage that you've already completed, collect a useful item (such as an extra life or special item), then press START to pause and select to quit the level. Simply keep repeating the process to build up your lives and items.

LEMMINGS
OPTIONS

On the title screen, press and hold SELECT and press START. This will take you to a hidden options screen that allows you to adjust the controls.
SUNSOFT LEVELS
Here's some codes for the super difficult Sunsoft levels in this epic puzzle game:
GNNBJWV – Level 1.
RCQRFPV – Level 2.
FBJJKJB – Level 3.
RMQMZDC – Level 4.
DTCVZMQ – Level 5.

MAGIC SWORD
SECRET WARP

On floor 34, hit the fourth set of pillars after you begin the level to reveal a secret door. This will take you straight through to the Hydra.

PARODIUS
FULL POWER-UPS

To gain maximum firepower in this cute little shoot-'em-up, simply pause the game and press B, B, X, X, A, Y, A, Y, UP, and L. Then unpause the game and bingo!
SECRET LEVEL
Go to the bottom of the water beds on level three to be warped to a secret level.

PILOT WINGS
SPECIAL STAGE

To reach a bonus stage, simply land on one of the moving platforms in the rocketbelt, parachute or hang-gliding stages.

PRINCE OF PERSIA
LEVEL SELECT

Go to the password screen and enter SPECIAL. When the game rejects it, cancel and start a game. Now pause and press B, Y, UP, DOWN, LEFT, RIGHT, L and R. If this has been tapped in correctly, you'll hear a noise. Now simply hold down START and press SELECT, to enter a level select mode.

RIVAL TURF
CHARACTER CONFIGURATION

Play the game as normal to gain a score on the high score table, then enter CHRCONF as your name. This allows you to access the character configuration screen where you can indulge in hours of fun altering the names of the bad guys.

SIM CITY
EXTRA CASH

To earn just under one million dollars, you first need to spend all your money

TIPS

in one year. When the tax screen appears, at the end of the year, hold the L button and exit. Whilst still holding L, go back to the tax screen again and release L. When the people start spending the money, your funds will increase to $999, 999.

SPINDIZZY WORLDS

HIDDEN OPTIONS

By entering the password MIMICHAN, you'll access a special test mode allowing you to select which level you start on.

STREET FIGHTER II

IDENTICAL FIGHTERS

During the title screen, press DOWN, R, UP, L, Y, B, X, and A quickly. You should now be able to use the same character as your partner in two-player mode.

SUPER ADVENTURE ISLAND

ROUND SELECT

Wait for the story screens to appear and press START, so that the second title screen comes up. At this point press diagonal TOP LEFT, L, X, and RIGHT on the joypad. Whilst holding these buttons, press START to enter the round select screen.

SUPER DOUBLE DRAGON

UNLIMITED CONTINUES

When playing with a partner, fight until each of you has only one credit remaining, then when you're asked to continue both press START at the same time. Next time you're asked to continue, you'll find to your amazement that you'll have seven credits again. This tip can be repeated until you complete the game or just get sick of it!

SUPER EDF

ALTER BACKDROP

To alter the swirling background on the *EDF* title screen, hold START and UP on the second controller then press RESET. When *EDF* returns it will look a little different.

SUPER GHOULS 'N' GHOSTS

LEVEL SELECT

To access a level select screen, highlight EXIT on the options screen and hold down L and START on the second controller, then press START on controller one and another options screen will appear in which you can choose your starting level and area.

SUPER MARIO KART

WARP ZONE

This handy button sequence transports you straight to the Special Cup Race without having to win gold on the others. Select a Time Trial race, highlight the Mushroom Cup and press L, R, L, R, L, L, R, R, and A in sequence on the joypad.

GHOST RACER

Ever fancied some harmless competition on those lonely time trial runs? Well now you can. Go to the player selection screen and you'll see Mario highlighted. Press start on controller two, and the letters "COM" will appear above the princess' head. Select the character you want to race as using controller one, and the "COM" driver using the second controller. When you start your time trial, you'll see that the "COM" driver is a ghostly image controlled by the computer.

TURBO START

As you begin a race, wait until the first light flashes and beeps, then hold the B button, when all of the lights have gone, you'll shoot forward ahead of the pack. This tactic takes split-second timing, so practise getting it right.

DRIVIN' IN THE DARK

In battle mode, when a player is down to their last balloon have them press and hold down the B button. Keep this button pressed, then when the last balloon is burst the player will still be able to drive around in the dark even though they've lost.

SUPER MARIO WORLD

EXTRA POINTS

In the Secret Vanilla Fortress, swim to the door before Reznor where there are two bony beetles. Jump on them without touching the ground. Keep treading water while they regenerate, then as long as you don't touch the floor you'll earn thousands of points and consequently, 1-ups.

UNLIMITED LIVES

Select a two-player game and station one of the brothers in the secret area in the Donut Plains. Get Yoshi inside the stage and a 1-up will appear in his place from then on. Now simply use the other brother to play on through the game, and whenever he runs low on lives, have the brother stationed at the secret area send him more.

SUPER PANG

LEVEL SELECT

On the game select screen, press L, R, R, L, UP and DOWN. A number should now appear in the centre of the screen; this indicates the starting level. Simply move it to the desired starting level.

SUPER PROBOTECTOR

DOUBLE FIREPOWER

If you own a rapid-fire joypad, grab any two weapons except the flame thrower and hold down buttons B and X to fire with both guns simultaneously.

30 LIVES

During the title screen, move the D-pad DOWN, DOWN, RIGHT, RIGHT, and press START for 30 lives per continue.

LEVEL SELECT

During the title screen, press DOWN, DOWN, LEFT, LEFT, and START for a level-select screen.

SUPER OFF ROAD

INFINITE GAME TIME

To be able to continue on your own for as long as you like, select a two-player game. If you play on your own, just leave truck two and you'll always finish in third place or higher.

SUPER SMASH TV

ROUND SELECT

On the difficulty setting screen, press RIGHT, RIGHT, UP, DOWN, R, and L. You will now be able to choose which round you start on.

SUPER SOCCER

CHANGE TEAM

On two-player games, hold START on controller two when on the team select screen then press B on the same controller. You will now be able to compete as the special Nintendo team.

EXPERT LEVEL

Here is the level code to get you through to the expert level on this classic footie game, but are you up to the challenge!

SUPER STAR WARS

SUPER CHEAT

Turn the machine off and on (if it's been on a while) then go to the options screen and type, A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, and B. If the code has been entered correctly, you'll hear a Jawa yell.

When the game starts, you'll have the option of selecting either Han, Chewie, or Luke at the beginning of the game. At any point in the game, press the L, and R buttons on controller two to bring up a debug menu. This special screen will allow you to alter just about every significant aspect of the game including lives, weapon and level.

Finally, during any stage, press A, B, Y, X and START at the same time on controller two to become invincible. This even allows you to walk through walls!

SUPER TENNIS

BETTER PLAYER

For a more skillful player, highlight the one that you want and then press the following buttons on the second controller: L, L, L, L, L, X, R, R, R, R, R, R, R, X.

TURTLES IN TIME

BOSS SELECT

On the title screen, use controller two and press UP, UP, UP, DOWN, DOWN, DOWN, B, A and B. You should hear a chime, now start the game, choose your turtle and a menu will appear showing all 11 bosses. You can now go to any one of them.

EXTRA CONTINUES

A handy method to obtain extra lives and continues in one-player mode on Konami's classic beat-'em-up is to press START on controller two, when you're close to dying. You can now continue as the second player, increasing your chances of completing the game.

ULTRAMAN

HIDDEN OPTIONS SCREEN

To access the hidden options screen, simply press SELECT and START on the title screen.

WINGS 2: ACES HIGH

LEVEL CODES

If this war-time blaster is proving to be too tough for you, try entering the following level codes:

6m!CQG!NCGGL8
sZG7owW6HBF
HMdMJ6C!brG!v!
!4!FIGCwPQk8Y
7dz12G8MwR!Z

Finally, the code BBHnwLL13CB!r will take you to the final stage.

ZELDA 3

EXTRA LIVES

When you find a fairy, capture her and put her into a jar. Now when you lose all of your life, she'll rejuvenate you. You can use each fairy only once, but fear not as there are loads of them scattered throughout the game.

SUPER PRO HELP!

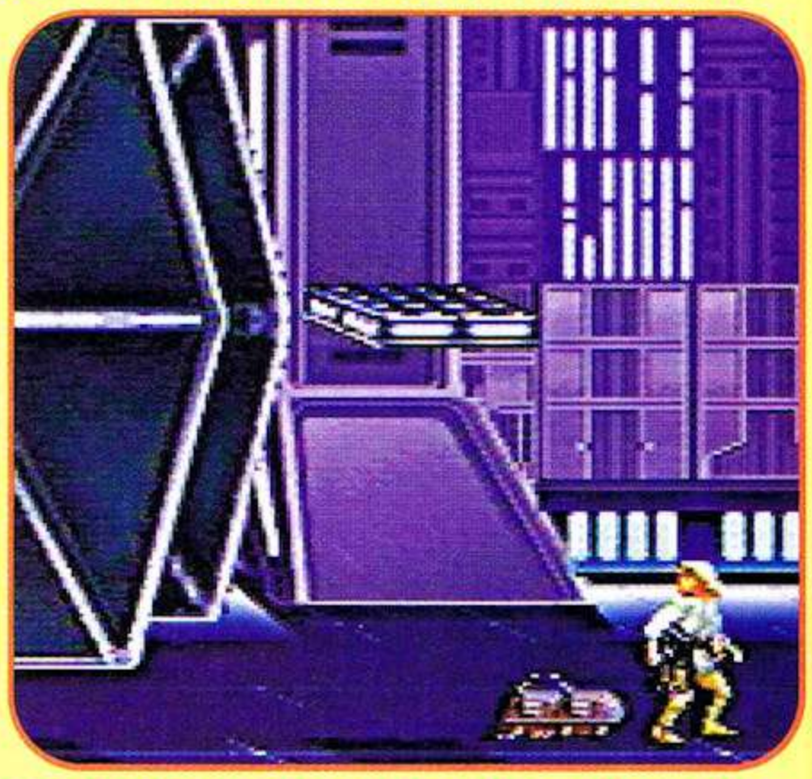
What a frantic month it's been! What with a majority of us sneaking off to the ECTS show, and the short Easter break chucking a spanner in the works, things certainly haven't gelled together as well a they could have this month. However, not being one to indulge in such a rare, and exquisite luxury as a holiday, I've been bobbing around the office like a demented harlequin trying to fathom-out the answers to your brain-taxing, console-related conundrums! So without further ado, here's this month's humble offering of letters:

The first comes from a chap known simply as David, and he's having trouble sussing out how to find those elusive black holes in *Star Fox*. Well that's covered in this month's *Star Fox* tips, but I have got one tip that Stu missed. Simply plug in two controllers and go to the continue screen. Now press X and A on controller one to merge the sprite with itself to form a lovely pattern. Then, on controller two, press Y, or B to alter the sprite. By doing this, you can view a majority of the enemy sprites in the game.

Next out of the sack comes a letter from Philip Clarke from Perth. Pip is having some trouble with the *Super Star Wars* cheat printed last month.
Well, yes, there was a tiny, little flaw. The code should be put in on the options screen, not the title page, and the machine should be turned off to reset the machine before you try it. So from the top what you do is go to the options screen and type, A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, and B. If the code has been entered correctly, you'll hear a Jawa yell.

When the game starts, you'll have the option of selecting either Han, Chewie, or Luke at the beginning of the game. At any point in the game, press the L and R buttons on controller two to bring up a debug menu. This special screen will allow you to alter just about every significant aspect of the game including lives, weapon and level.

Finally, during any stage, press A, B, Y, X and START at the same time on controller two to become invincible. This even allows you to walk through walls! A special thanks to Steve Felstead for faxing me this excellent tip.



Paul Holyfield from Cardif is tearing his hair out on that awesome shoot-'em-up, *Assault Suit Valken*, claiming that if I don't help him, then he'll perform strange wanton acts of depraved cruelty on his SNES. Well Paul (you sad get!), luckily for your SNES, James Grant from Oxford has sent in this handy cheat. On the title screen, hold UP, R, L, and press START. This will activate the cheat mode granting you with infinite continues.

Rachel Brighte from Wigan has recently got hold of a copy of *Tiny Toon Adventures*, and is desperately after a cheat that will allow her to practice the various wacky sub-games, as every time she gets there, she either lands on a game she doesn't like, or fluffs-up the ones she does like!

Well, I'm delighted to say that a very noble chap named John Gomez from Watford has sent me this handy password which will allow you to play on any sub-game you heart desires, the password is as follows:

In the first box enter Elmyra, in the second box enter the blonde-haired duck, and finally in the last box enter the coyote.

A heart-felt plea comes from the delightful Trina West, from Swindon, who is getting seriously stressed on that tough cutesy shoot-'em-up, *Ki Ki Katai*. Well, whilst flicking through the scented pages of Trina's delicately written letter, I was well and truly stumped as to what advice to give her, that was until the next day, when our curvaceous secretary, Karen, handed me a letter from a very decent chap from up north called Mike. For included in Mike's letter was an excellent level select cheat for the game in question. To access this hidden wander, simply go to the player select screen and enter the following code whilst holding down the X, and Y buttons: A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. Now simply press START and select the desired stage.

Having believed the hype, Alex Jones from Oxford rushed out and bought *Aliens vs. Predator* (should have waited for our review you silly-billy!), and since the early levels are some tiresome, Alex wondered if there was some sort of level select cheat that would enable him to head straight in at the deep end. Indeed there is sonny-Jim, and it was donated to our humble abode by Martin Stroud from Keswick. Select CONFIG on the title screen and then go to the option menu. Then on controller 2, hold down L, R, X, and A, and then press START on controller 1. Simple eh!

Welcome once again to the definitive rundown of the latest codes for Datel's mini-miracle worker! As always, a special thanks to all of the readers that have continued to sent in their exclusive, and in many ways, quite unique codes, obviously the added incentive of winning a prestigious Datel T-shirt has paid off!

BATMAN RETURNS

7E008C03 – Infinite lives.
7E008A50 – Infinite energy.
7E009003 – Infinite test tubes.

COOL WORLD

7E021B03 – Infinite lives.
7E02C001 – Invincible.
7E00ED09 – Infinite money.

F1 EXHAUST HEAT

7E00AE00 – This will ensure that your timer never exceeds 1 (this is especially handy for qualifying!).

FATAL FURY

7E06135F – Invincibility.
7E107A0A – Do a special move, pause the game and turn on the Action Replay to do continuous magic.

IMPERIUM

7E0AA805 – Unlimited energy.
7E0A2F03 – Unlimited smarts.

LETHAL WEAPON

7E021E66 – Infinite ammo.
7E022606 – Unlimited men.
7E022203 – Unlimited clips.

PARODIUS

7E00980X – X is the number of lives required. Leave Action Replay enabled for infinite lives.
7E1C680X – for extra options. Use 3 for three options, 4 for four options.
7E1DB201 – Together with the below code, will give you unlimited missiles.
7E1C6602 – Together with the above code, will give you unlimited missiles.
7E1C6C07 – When selected the next option to be selected is always the shield.

PRINCE OF PERSIA

7E047701 – Guards stand still.
7e04D200 – Gates and jaws stay open.

SIM CITY

7E03F50X – Replace X with 1 – F for permanent gifts.
7E0B9DF9 – Free industrial, commercial, residential, park, road, and rail.
7E0B9E4E – Infinite money.

SUPER SOCCER

7E17A210 – Use Nintendo team.
7E075A59 – Start game with a score of 89 – 0.

STREET FIGHTER II

7E0CF220 – When you fall over, you're engulfed in flames.
7E0C2E04 – You will teleport when you approach your opponent.
7E0CD0E2 – After winning and losing a few rounds, the speech will change.
7E0C30C5 – Very long jump.
7E0C59C1 – One hit and you're stunned.
7E0CB993 – You'll make strange sounds when you kick.
7E0D9010 – Ryu and Ken will do fireballs by simply pressing down on the joypad.
7E0D9010 – Gives Honda fast headbuts by simply pressing L (or X for a slow headbut).
7E0D9010 – Gives Chun-Li a whirlwind kick by simply pressing B, A, or R.
7E0D9010 – Gives Blanka a fast roll by simply pressing the L button (for slow roll, press Y).
7E0D9010 – Gives Guile a sonic boom by simply pressing the L, Y, or X button.
7E0D9010 – Gives Dhalsim yoga fire by simply pressing down on the joypad.

ACTION REPLAY CODES

STARFOX CRAZY GIVEAWAY!!!

WIN 10 COPIES OF STARFOX!

SUPERPRO and Krazy Konsoles have teamed-up to bring you an amazing, 32-bit powered comp. No less than 10 copies of what looks like being *the* game of 1993 are here for you to win, thanks to those awfully nice people at Krazy Konsoles.

Krazy Konsoles have been supplying imported computer games and consoles since 1990, scouring the world – well Japan and America – for all the latest and most exciting games. They started off with the PC Engine and have now branched to cover Turbo Grafx, Mega Drive, Mega-CD, Neo Geo and of course the Super Famicom. While other companies scrabbled for a handful of copies of the stunning *Star Fox*, and charged a whopping £100-plus, Krazy Konsoles bought in bulk and priced the mega-game at a mere £59.99!

The Yorkshire-based company has earned a reputation for offering a fast and reliable service, plus excellent prices! So if you want the latest releases, or just some sound advice, ring their hotline on 0422 342901 or 0422 367730.

● If you buy *Star Fox* from Krazy Konsoles using the coupon and then win a *Star Fox* cart in the competition, Krazy Konsoles will let you exchange your prize for a different cart of equivalent value!

Not content with giving away 10 copies of the amazing *Star Fox* Krazy Konsoles are living up to their name with this incredible offer giving you £2 off any game, and £5 off *Star Fox*. Just cut out the coupons and send them with your order to Krazy Konsoles, PO Box 200, W. Yorkshire HX1 3LY.

[If you order by cheque Krazy Konsoles offer a same day despatch service if you write the number of your cheque guarantee card on the back of the cheque.]

Now to get your very own *Star Fox*, direct from Japan, just answer these three questions:

1. What mega-guardian lurks at the end of *Star Fox*?
a. Nick Ross **b.** Jonathan Ross
c. Andross

2. Which one of these is a real wing-man in *Star Fox*?
a. Duffer Dave **b.** Mad Mark
c. Slippy the frog

3. What's the name of the ice planet you must fix the weather on?
a. Pluto **b.** Titania **c.** Saturn

Just scribble the answers on the back of a postcard or sealed envelope and post it to: **Krazy Like A Fox Comp, Super Pro, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth, BH1 1NF.** Entries must arrive before June 26th and the editor's decision is final.

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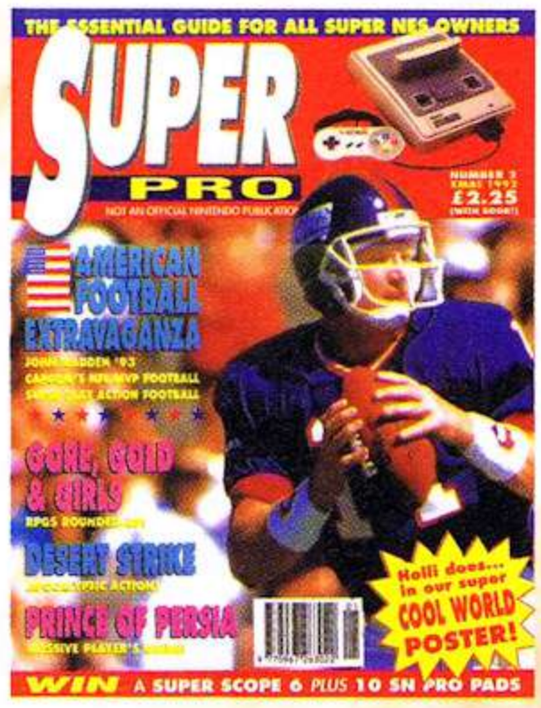
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SUPER PRO

RUN, SHOOT & JUMP

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SUPER PRO Guide to PULSATING Platformers!

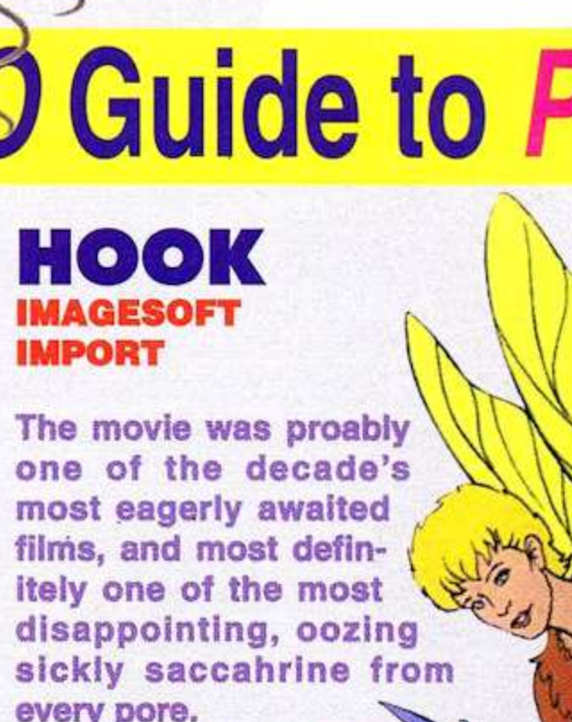
PART TWO

As the SNES finally made its UK debut, programmers were finally coming to grips with the machine's incredible custom chips. The classically Nintendo platform genre finally began to shape up for the '90s with graphics and sonics impossible on any other machine. Stuart "quite rushed" Wynne considers the second generation of SNES platformers.

HOOK

IMAGESOFT
IMPORT

The movie was proably one of the decade's most eagerly awaited films, and most definitely one of the most disappointing, oozing sickly saccahrine from every pore.
Thankfully the cart has dumped pudgy Robin Williams and gone for a sleeker, spiky-haired sprite suggesting some of the danger in JM Barrie's original character.



In the movie, a sort of sequel to the original story, Pan finally grew up and became as ruthless a businessman as he once was as the eternal boy. A wealthy corporate raider he never has time for his children until they're kidnapped by Hook and taken back to Neverland to provoke one final confrontation. While Spielberg turned this neat idea into a horrendous bodge Sony produced a classy platformer. Although the sprites were as small as 8-bit adventures, the detail and gorgeous backdrops make this a distinctly *Super* NES title.

LEVELS

There's ten levels scattered across Neverland, ranging from forestland to snowy wastelands to Hook's pirate ship, the Jolly Roger. On each level the objective is to find the exit, with plenty of Hook's minions to battle through along the way. Unfortunately although levels are big and varied, with a secret final level, the challenge is set very low.

PLAYERS

There's only one Peter Pan!

POWER-UPS

Pan has never been one for mega-blasting hardware, however besides the usual energy restoring cherries, extra lives and bonus gems there's Tinkerbell, who periodically appears to sprinkle you with fairy dust allowing you to fly.

SAVES

No need with a game this easy.

CONCLUSION

A splendid looking game with imaginative and varied graphics, some good tunes and okay playability. Pan himself is a little slow-moving though and with game difficulty set so low (most people will complete it in a day) this game seems tailored for very young players. Imagesoft are quite happy with this and an imminent UK version is unlikely to be any harder.

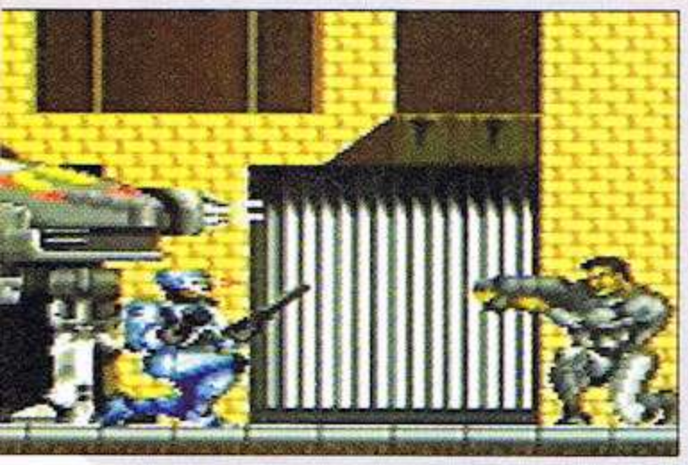
PROSCORE: 67

RUN, SHOOT & JUMP

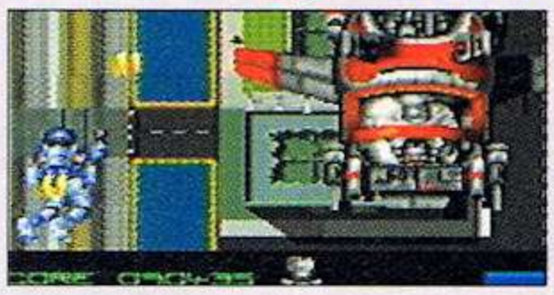
ROBOCOP III

OCEAN: 4MBIT
OFFICIAL: £44.99

Although the movie is only now creeping out of interminable legal delays, Ocean's vast experience with old tinhead made this game a sure-fire hit. The original RoboCop was the biggest selling 8-bit computer game ever, RoboCop III was a stunning Amiga game, and this SNES version was in development for years.



The scenario has Robo once again turning on his corporate creators, OCP, and dishing out instant justice to street punks, cybernetic ninjas and a variety of killer robots. The graphics look okay to begin with, Robo is quite nicely animated and moves with authentic "thunking" footsteps while grimey streets form an appropriate backdrop. Graphics later on aren't exactly awful, it's just that the game doesn't open to in any way exploit the licence. Big levels packed with massive, stomping ED-209s and Robo-2s simply don't materialize. Instead we get a bouncing OTOMO robot (its only animation being a grin), and rats! (obviously super-rats able to nibble through titanium body armour).



LEVELS

Dangerous ghetto streets, skyscrapers, underground car parks and a cathedral form varied backdrops for the stomping, shooting and jumping action. In truth there's not a heckuva a lot of jumping – there's more shooting than anything – but disintergrating platforms, mazes and moving platforms sneak this one into the genre format. Admittedly there are two overhead-view flying sections but these are so unplayable that it's best not to mention them really.

PLAYERS

One cyborg gets to be driven up the wall all alone.

POWER-UPS

Ammo is limited and if you run out the old Robo-thump won't keep you alive for long. Besides normal bullets you can power-up with 3-Way Fire, Missiles and a Laser.

SAVES

No and even if there were it couldn't rescue the dire gameplay.

CONCLUSION

A sure-fire hit was badly sabotaged by a limited Robo-memory making the game far too short. There's no impressive end-level guardians, the flying sequences are awful and even the standard shooting/jumping platform action is less involving than in previous *RoboCop* games. Worst of all is the virtually impossible difficulty level. Awful.

PROSCORE: 46

ROAD RUNNER

SUNSOFT: 8MBIT
OFFICIAL: £55.00

This came out around the same time as *The Magical Quest* and was almost as impressive graphically. Again this was a real second-generation hit, the toon-like animation – especially in set-pieces endings – is brilliantly funny and the speed is simply dazzling.

The animation on Roady and Wily E Coyote made this an awesome demonstration of how close the SNES can come to a real cartoon. What's more the SNES had its scrolling really put to the test by a character who made Sonic seem snail-like. Such radical speed transforms the geriatric platform genre into a whole new ball game. Sadly it's not a game style Sunsoft seem too competent at. At full speed Roady too often ends up in trouble before you can blink, let alone change direction. Moving more slowly the large Roady sprite becomes cumbersome and awkward. The programming of this game is all but flawless, however the design simply doesn't take account of the speed, making for a frustrating time all around.

LEVELS

20 huge levels provide a massive and reasonably varied challenge, with mega-monsters on every fourth level. The Arizona desert, a construction site, speeding train, underground caverns and futuristic, alien-infested landscapes all feature in this humongous game.

PLAYERS

Just one poor soul gets tortured per game.

POWER-UPS

Bird seed can be gobbled down to boost Roady's super-speed, hearts restore energy and flags can be raised to serve as reset points.

SAVES

With a game this difficult a save game is practically essential and *Road Runner* is practically ruined by its absence.

CONCLUSION

A great looking, great sounding game which shows just how fast the SNES can run. Unfortunately with gameplay so irritating *Road Runner* is rocketing down a gameplay cul de sac, game design failing to match up to graphics and speed.

PROSCORE: 72

DRAGON'S LAIR

ELITE: 4MBIT
OFFICIAL: £44.99

***Dragon's Lair* the coin-op belonged to the first generation of CD-based games, as long as you pressed the joystick in the right direction at the right time the laserdisc movie kept rolling. Make a mistake and the coin-op paused, then played a death scene. Not much interaction, not much gameplay. But for the SNES only the name and characters have been saved; this is a complete rewrite – thank goodness!**

Dirk the Daring is the hero who must rescue the beautiful Daphne from the evil Mordos. The adventure takes place on a series of platform levels, full of dragons, skeletons and vampire bats, and, since Dirk has little more than daggers in his defence, he will have to prove his athletic abilities if he is to prevail! There's little in the way of innovation here, just mega-hard gameplay and large-ish sprites, however the extremely frustrating password system (a game in its own right) is certainly unique.

LEVELS

The levels are well decorated and they are also pretty challenging. Variety isn't the main theme here though – it's either a matter of making your way precariously through the castle while avoiding the enemies or figuring out some kind of problem, such as having to push anvils onto furnaces to make a bridge.

PLAYERS

An alternate two-player mode is on offer and with such tough gameplay player two won't have long to wait.

POWER-UPS

Dirk isn't too well endowed in the power-up area – he's a daggers man and that's pretty much the way he stays throughout the game.

SAVES

No - thankyou very much.

CONCLUSION

A nice looking game which finally showed the SNES moving away from miniature NES-like tiny sprites. This is definitely a *Super* NES game and while not exactly original, is compelling and enjoyable – if you don't mind a real challenge.

PROSCORE: 83

RUN, SHOOT & JUMP

PRINCE OF PERSIA

KONAMI: 8MBIT
OFFICIAL: £49.99

Although it first appeared a good few years ago, this was from the start a 16-bit game with the main sprite's rotoscoped animation not only good to look at, but offering a big range of actions for you to master. For the SNES Konami expanded the game with extra levels and a new end-level sequence.

A classic game, a classic plot; a beautiful princess has been imprisoned by an evil Vizier and only you can save her. You begin this Arabian tale in the Vizier's dungeons, armed only with your wits and reactions. Both will be tested to the limit as you dangle precariously over large pits, leap over rotting wooden platforms and face dozens of Arabian knights in battles to the death. Fortunately there's a password system to save you from reliving earlier levels.

LEVELS

There are twenty different levels, each taking the form of a maze with gory traps, pressure pads, portcullises to manipulate. Most of the levels look very similar yet it is the layout and the problems that face the player that make this game so completely compulsive.

PLAYERS

As with too many platform games, there isn't even an alternate two player mode. However, since the game is a long winded one, it probably wouldn't have been a good idea anyway.

POWER-UPS

A sword and the odd potion or two are the only aid that the Prince will get in this game. The sword does come in useful during the skirmishes although once you have the hang of the controls combat becomes a little repetitive.

SAVES

A long password system saves time remaining as well as levels completed.

CONCLUSION

This a long and engrossing adventure, packed full of gameplay, with each maze-like level containing plenty of challenge. This platformer tests your brain as well your joypad.

PROSCORE: 88

THE MAGICAL QUEST

CAPCOM: 8MBIT
OFFICIAL: £49.99

At last a platformer which pushed the SNES, exploiting its massive palette and Sony sound chip to the max. The visuals are simply stunning, putting TV toons to shame with the quality, imagination and variety of its wicked landscape. Playing as good as it looked (and sounded) was this the perfect platformer?

The game opens as a Disney cartoon would with Mickey and his pals gleefully playing in the park before disaster strikes – Pluto is kidnapped by evil emperor Pete and only Mickey can save him! It's a quest which lives up to its name, Disney's magic is fully captured by Capcom's programmers in six massive levels.

LEVELS

The sheer variety here is a match for nearly any game around. Treetops, A Dark Forest, Ice World, Fire Grotto, Mountain Range and Pete's Castle – they not only look different, they play different with giant tomatoes to ride on, water filled trees to swim inside and wind-swept mountains to scale.

PLAYERS

There isn't really a feasible way to put two Mickeys on screen at one time. Still, the alternate two player mode is a good second best.

POWER-UPS

Mickey can collect three other costumes – the magician, fireman and outlaw – all of which offer their own special powers of magical bolts, a powerful fire hose and a useful grapple hook. Mickey will certainly need to make the best of these if he is to overcome the rather tough end of level guardians.

SAVES

A (very long) password is given at the end of every level.

CONCLUSION

The Magical Quest is a great platform game, combining fantastic visuals with imaginative, innovative and captivating gameplay. It was one of the first cartoon conversions and still looks and sounds the best. The only slight flaw is that infinite continues mean it will be over far too soon.

PROSCORE: 94

RUN, SHOOT & JUMP

SKULJAGGER

AMERICAN SOFTWORKS: 8MBIT IMPORT

This most peculiar game materialized out of nowhere, offering a dashing swordsman leaping and slashing his way through the island fortress of evil Captain Skulkjagger, a pirate now reigning over Westican island.

A big and imaginative game this is definitely second-generation in its ambitions, unfortunately the big sprites and colourful backdrops seem to have been drawn by a poor artist. Possibly he (or she) was trying to emulate the comic book-style of the manual, but the style is neither exaggerated enough to be obviously stylised or realistic enough to convince. The various villains also seem rather odd, everything from ninjas to giant mutant flies to skull-swinging pirates make an appearance.

Gameplay is reasonably enjoyable with secret warps to discover, while the thumping soundtrack is a good accompaniment to the oddball action.

LEVELS

There are seven "chapters", each containing several levels, and the backdrops are reasonably varied albeit lacking the imaginative range of the enemies.

PLAYERS

Players can take turns in an alternate two-player mode.

POWER-UPS

Yes, lots. Like grapes which encase you in a large, invulnerable purple ball which bounces about, similarly weird melons which send you whizzing about the screen in another ball, while oranges make comparatively normal grenades and cherries blow a balloon lifting you up.

SAVES

At last! A password is given whenever you complete a "chapter".

CONCLUSION

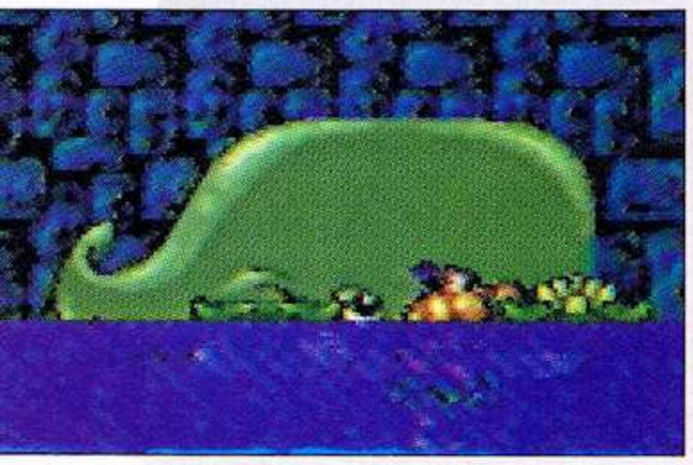
An odd-looking game which plays quite well, offers plenty of challenge and sound good too. One for lovers of the bizarre!

PROSCORE: 69

CHUCK ROCK

IMAGESOFT: 8MBIT IMPORT

Originally an Amiga demo this prehistoric belly on legs is very much a second generation game with big sprites and gameplay scaled to match.



A prehistoric game deserves a prehistoric plot and yes, your girlfriend is in need of rescuing yet again. The quest to save her involves lots of leaping from platform to platform, plus drop-kicks and belly-wobbles to dispose of various opponents. There's also a fair few puzzles, usually revolving around picking up boulders and using them to bridge various gaps or drop on crocodile springboards! Despite the size of the sprites the game has a good feel while graphics are great.

LEVELS

There's five stages, each with several levels, and these range from a jungle to volcano to icy wastelands to a dino graveyard. There's also some pretty impressive mega-guardians to contend with and the whole package is crammed with challenge.

PLAYERS

There could only ever be one Chuck Rock!

POWER-UPS

Power-ups are suitably prehistoric – there's food, and that's it!

SAVES

No and that's the game's one serious flaw. This Brontosaurus-sized challenge doesn't offer any continues, passwords or anything. This is taking the primitive feel a tad far!

CONCLUSION

Packed with humour, colour and challenge this a real feel-good sort of cart, original and enjoyable it doesn't actually push the SNES that much. Gameplay is hardly as varied as *The Magical Quest* and can be quite frustrating, but it's good fun all the same.

PROSCORE: 87

SECOND GEN SNOOZERS

Home Alone 2 **had big, well-detailed sprites but like its predecessors was sorely lacking in gameplay.**
James Bond Jnr **mixed platform action with horizontally-scrolling shoot-'em-up levels, but this only made in a failure in two genres rather than one.**

NEXT MONTH

The second generation finds its standard beared with Buster Bunny, the most playable and original platformer yet.

SUPER PRO

RUN, SHOOT & JUMP Super VALIS IV

It's the same old story. You know the one. You're walking along, minding your own business, when a red moon appears from nowhere, splits the sea with its radioactive poison, and releases a horde of villains which you, yes you, are going to have to deal with. Just when are these people going to get an imagination? Dave "adventuring" Westley checks it out.

PRO TIP
Use the Pause button when in battle with a guardian. This will give you time to get to the desired weapon.

Super Valis IV's lunar-inspired scenario is well recreated on screen, with six high quality static screenshots, the up-shot of which is that it's one woman and her sword against the mutant hordes and their red-eyed general. Our Amazonian heroine is Lena, a green-eyed, redhaired babe with a skimpy blue dress, knee length boots and a shady past. Yep, Lena's been seen on pretty much every Japanese console. but her fourth adventure is only her first on SNES.

This quest begins on Vecanti – just one of the six lands that she'll be travelling through. The backdrops are reasonably attractive and Lena herself looks okay with good-ish animation. End-level monsters are not bad either, so all the game needs is plenty of mutant enemies to wet that famous Valis sword. Unfortunately all it gets are a handful of unimaginative, slow-moving sprites whose main tactic is bore you into submission.

Lena runs forward, stops every five seconds or so to swipe at something and then runs on again. Hardly the stuff great games are made off. There's some platforms to leap between, power-up icons to collect and okay end-level guardians, but this hardly relieves the tedium.

It seems such a shame then, that a game with solid graphics, adequate sound, imaginative guardians and power-ups should nevertheless prove to be so duff. Yet that's precisely what this one is.

A total absence of thought where it most mattered, on gameplay, has produced something vacant of well, anything and everything. Certainly you'll soon tire of the monotonous running and hacking – and that is all that *Super Valis IV* has to offer. Avoid.

SUPER VALIS IV

Publisher: **ATLUS**
Supplier: **VIDEO GAMES BOX**
Tel: **0425 616705**
Price: **£49.99**

Players: **1**
Skill Levels: **2**
Cart Size: **8Mbit**
Save Game: **No**
Features: **Five different power-ups, imaginative guardians, infinite continues.**

CONTROLS

- ▲ Special weapon (+Y)
- ▼ Crouch.
- ◀ Move left.
- ▶ Move right.
- X No function.
- Y Jump.
- A No function.
- B Sword/Special weapon.
- L Choose Special weapon.
- R Choose Special Weapon.

PROS: Exceedingly colourful and imaginative backdrops, well drawn characters and stills and a whole host of power-ups.
CONS: But the lack of any real gameplay makes the effort spent on the visuals a complete waste of time.

GRAPHICS	71
SOUND	62
GAMEPLAY	25
LONGEVITY	33

PROSCORE
35
SCOREPRO

THIS BABE NEEDS A WALKING STICK!

SUPER PRO

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(B) Brawl Brothers.
(C) Dragon Ball Z.

2- What smelly fish has recently been found in SNESdom?
(A) RoboCop.
(B) Gold Finger, aka Gold Fish.
(C) RoboCod.

3- Which designer laid out this top page?
(A) Grumpy James.
(B) Ever so ratty Stuart (even though he couldn't).
(C) Me.

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***PowerMonger*'s control panel looks complex, but is in fact remarkably easy to use.**

- **The Map shows the entire territory and, depending on which of the icons above it you click on, can show where settlements are, the position of your forces and land relief.**
- **The Close-Up view allows you to see in superbly rendered detail just what's happening. You can watch a battle in progress, spy on enemy camps, look out for stray sheeps to slaughter and so on. Around the land you can see your captains looking on – you can have a maximum of four captains – each with their own individual army.**
- **The Command Panel consists of twenty four squares, each corresponding to a certain command. It is these that you click on to send your forces into battle, to seek out food and recruit men for example.**
- **Finally there's the Directional Panel. Enter here when you want to change the close up view, moving it any direction, rotating it or even zooming in/out.**

POWERMONGER

After the theological drama of *Populous*, Bullfrog Productions have reworked their unique 3D graphics for a more flesh and blood kind of sequel. In *PowerMonger* soldiers litter the battlefields with gore, seeking land not divine blessing. Have you got what it takes to raise an army which can conquer a continent? David "War Lord" Westley puts his mettle to the test.

A superb intro opens this game, establishing a haunting, medieval atmosphere that is brilliantly sustained throughout the game. You, good sir, are a king and your land was Miremer, a green and pleasant land until the gods decided to play with your life.

Earthquakes reduced a fine kingdom to rubble, and your rule was diminished to command of a single, small boat setting sail for a new land. Miraculously, your tiny boat makes it to another continent, a land ripe with riches. Unfortunately, it is already inhabited...

To begin with, you see an overhead map broken up into 195 territories. Starting at the top left hand corner you must work your way down, territory by territory, until you reach the bottom right. This will be the hardest region for you to conquer – and getting there will take absolute ages.

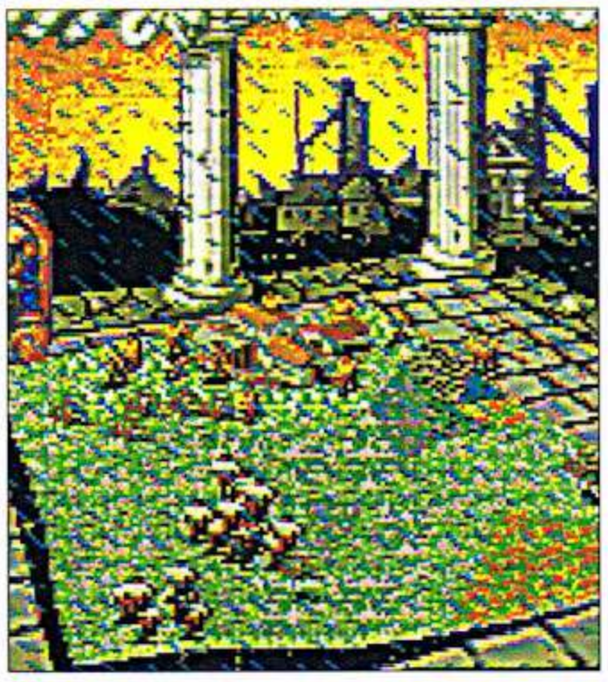
PRO TIP

Attack smaller armies first before taking on larger ones.

Each territory is a full game in its own right and the 3D close-up view only shows about 5% of a territory's total landscape! The graphics are extremely good for a strategy game with great attention to detail. As you explore a territory you'll find not only the various warring tribes, but also forest-lands, water, boats, sheep, birds and plenty of weather with sudden rain and snow storms. One nice touch is how flocks of birds fly away when your army marches on screen. Sound is great too, featuring bird songs, baaing sheep and clashing swords!

To capture a territory you must gain control of the majority of the land. You can do this by making alliances

Press Select and you get the information on the left. Particularly important is the info it gives you on population figures. Right, your army battles in the rain!



Below are the scales that sit at the bottom right hand corner of the screen. The more they weigh to the right the better you're doing.

and/or fighting. There will be between two and four tribes in each territory, one of which will always be white – which you automatically control. Your tribe usually consists of about twenty warriors at the start of a game, while the other tribe(s) consist of many more warriors, split up into several settlements. It's up to you to guide your tribe around attacking the settlements. If you capture a settlement the enemy survivors will join your army. Once you have a settlement you can get the men there to invent better weapons or farm (to produce vital food for your troops).

If there's more than two tribes in a territory you get the option of making alliances with another tribe. When you do this you can't attack any of its settlements and vice versa. Of course you can break an alliance whenever you want, but don't leave it too late or the other tribe might have become too strong!

Another interesting factor is the personality of your captain(s). You start off with one captain whose aggression you can determine. If he's a real nutter he'll fight at every opportunity, decimate the vanquished and take all the food that each village has. This might sound great but you usually want to leave some men and food behind so that they can produce stuff for you.

Personality also determines what sort of things are invented. If you manage to take over a village with a workshop in it then you'll be able to send your men to make things. The aggressive commander is liable to produce catapults, cannons and/or swords. The passive commander on the other hand will create ploughs or boats. Fortunately you can change a captain's personality whenever you want to.

Occasionally, when you defeat a village one of the survivors will be a captain. Having more than one captain is a great advantage because you can split your men up between them, sending two or more armies marching about. When you have four captains the tactical possibilities are massively increased. Obviously it's best to send these other captains into battle before your original captain (if he dies it's game over!).

All this seems, and certainly looks very entertaining. However once you master the basic concept there isn't a great deal to do to sustain interest. Winning, at least initially, only requires you to battle the weaker armies first and so swell your army while gaining secondary captains. In this way you attack larger and larger armies until all of the land is yours. Of course you also have to ensure your army has enough food and weapons, but this isn't terribly difficult as long as you pay attention to their needs.

The repetitiveness and shallowness of the game will disappoint most serious strategists, however for players simply looking for an introduction to strategy games then this may be for you. It is certainly beautiful to look at, while the soundtrack is incredibly atmospheric and the control system an absolute delight (especially when compared to *Populous*). As for the challenge, well no-one's going to complete this humonguous game on their first day!

POWERMONGER

Publisher: **IMAGINEER**
Tel: **0322 292513**
Price: **£49.99**
Out: **NOW**

Players: **1**
Skill Levels: **N/A**
Cart Size: **8Mbit**
Save Game: **Password**
Features: **Mouse compatible.**

CONTROLS

- Cursor up.
- Cursor down.
- Cursor left.
- Cursor right.
- X – Symbols.
- Y – Select options.
- A – Affirm choice/Zoom.
- B – Zoom out.
- L – Rotate close-up map.
- R – Rotate close-up map.

PROS: Excellent graphics and sound FX° make this game a joy to watch and it's very atmospheric.
CONS: Unfortunately the gameplay proves ultimately too simple, making this one for strategy beginners only.

GRAPHICS	83
SOUND	78
GAMEPLAY	72
LONGEVITY	70

PROSCORE
71
SCOREPRO

A RATHER LONG WAR, ACTUALLY.

SUPER PRO

REVIEW

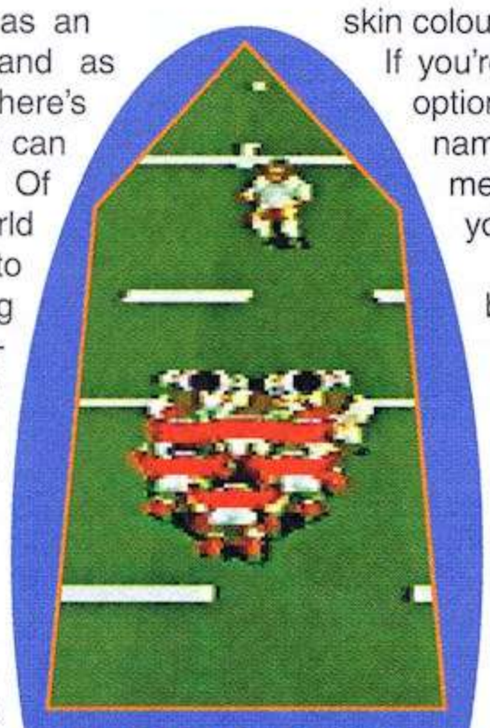
OFFICIAL

WORLD CLASS RUGBY

Nowadays you can't turn on the box without being confronted with Will Carling and England winning another Grand Slam (well, until this year!). A video game was inevitable and Dave "Carling Black Label" Westley checks it out.

This started off as an Amiga game and as you'd expect there's more options than you can shake a stick at. Of course there's the World Cup competition to compete in, featuring 16 teams and a password save. There's also a league option where you can pick three to eight of the International teams for a smaller competition.

Okay, now we're getting started 'cause you can also vary the skill level, game length, pitch type, wind force and individual player attributes. Each player has eight stats, everything from height and weight to speed and agility. You can also change players' names, skin colour and even hair colour! If you're a big rugby fan the option to change team names and kit designs means you can recreate your favourite team.



PRO TIP

Ignore the B button and just press L and R when in a scrum, ruck, etc.

The game also boasts a comprehensive set of rules, thoughtfully explained in some detail by the manual. From passing rules to scrum rules; from ruck rules to line out rules, everything has been incorporated religiously. They've even included 'special plays' for line outs, scrums and free kicks where you pre-plan your moves with a little diagram screen!

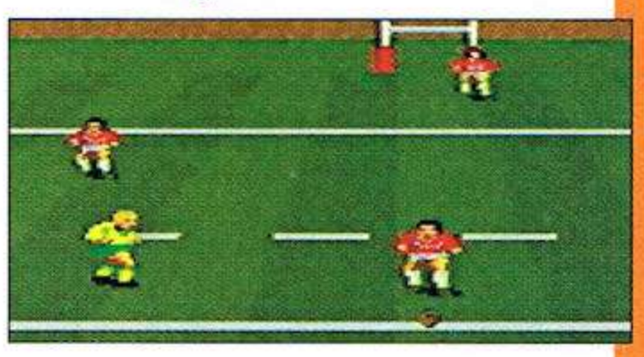
Actual on-pitch gameplay looks similarly impressive. Though the sprites are small they all move super smoothly. As does the field, zooming in and out Mode 7 style. Sound too is good, especially the FX with great roars of approval when there's a try or a conversion or even when a player makes a particularly good run.

Unfortunately as with real rugby getting a fast-flowing, quick passing game is rather rare. Almost from the moment the whistle is blown there's a ruck, a maul, etc. Now though this may be fun in real life it's not so fun in a game. For instead of actually pushing anything you're pressing L, R and B as fast as you can. You soon have exceedingly tired fingers.

Another flaw is that the complexity of the rules mean a lot of the control is taken away from you. Tackling, rucks, mauls and scrums are wholly or partially automatic, sharply diminishing your participation in actual gameplay.

For non-fans the realism is bound to prove irksome and even fans might get a bit frustrated. However it's still reasonably playable and the wealth of options together with authentic rules make it a formidable simulation.

The line out (left) is one of the areas of play where you're allowed to choose a game strategy. Unfortunately, you have to get the ball first – not always that easy!



Publisher: IMAGINEER
Distributer: ANCO
Tel: 0322 292513
Price: £44.99

Players: 1-2
Skill Levels: 7
Cart Size: 8Mbit
Save Game: Password
Features: Action Replay Option.

CONTROLS

- ▲ Move up.
- ▼ Move down.
- ◀ Move left.
- ▶ Move right.
- X Pass behind when attacking downfield.
- Y Pass left.
- A Pass right.
- B Pass behind when attacking upfield.
- L Bash when scrumming.
- R Bash when scrumming.

PROS: Great graphics and sound and the detailed gameplay will probably keep the rugby fanatic satisfied.
CONS: But despite the various modes of play, it won't keep newcomers to the sport interested for very long, due to over-frequent rucks.

GRAPHICS	80
SOUND	74
GAMEPLAY	67
LONGEVITY	73

PROSCORE

70

SCOREPRO

NOT QUITE WORLD CLASS.

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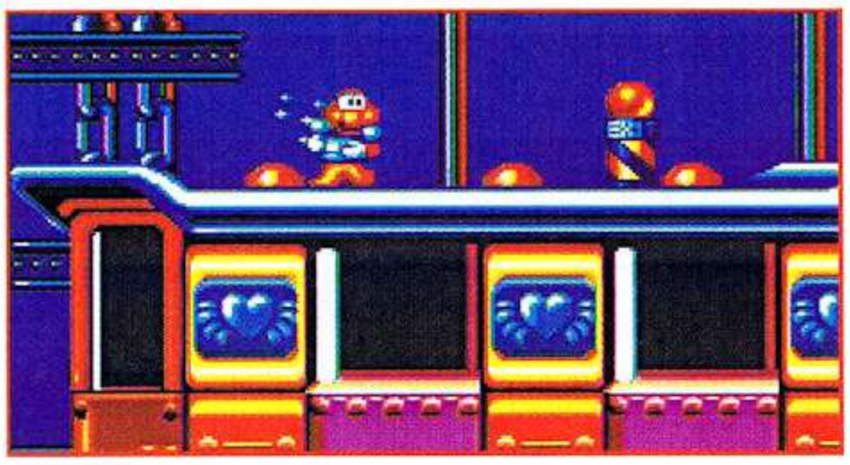
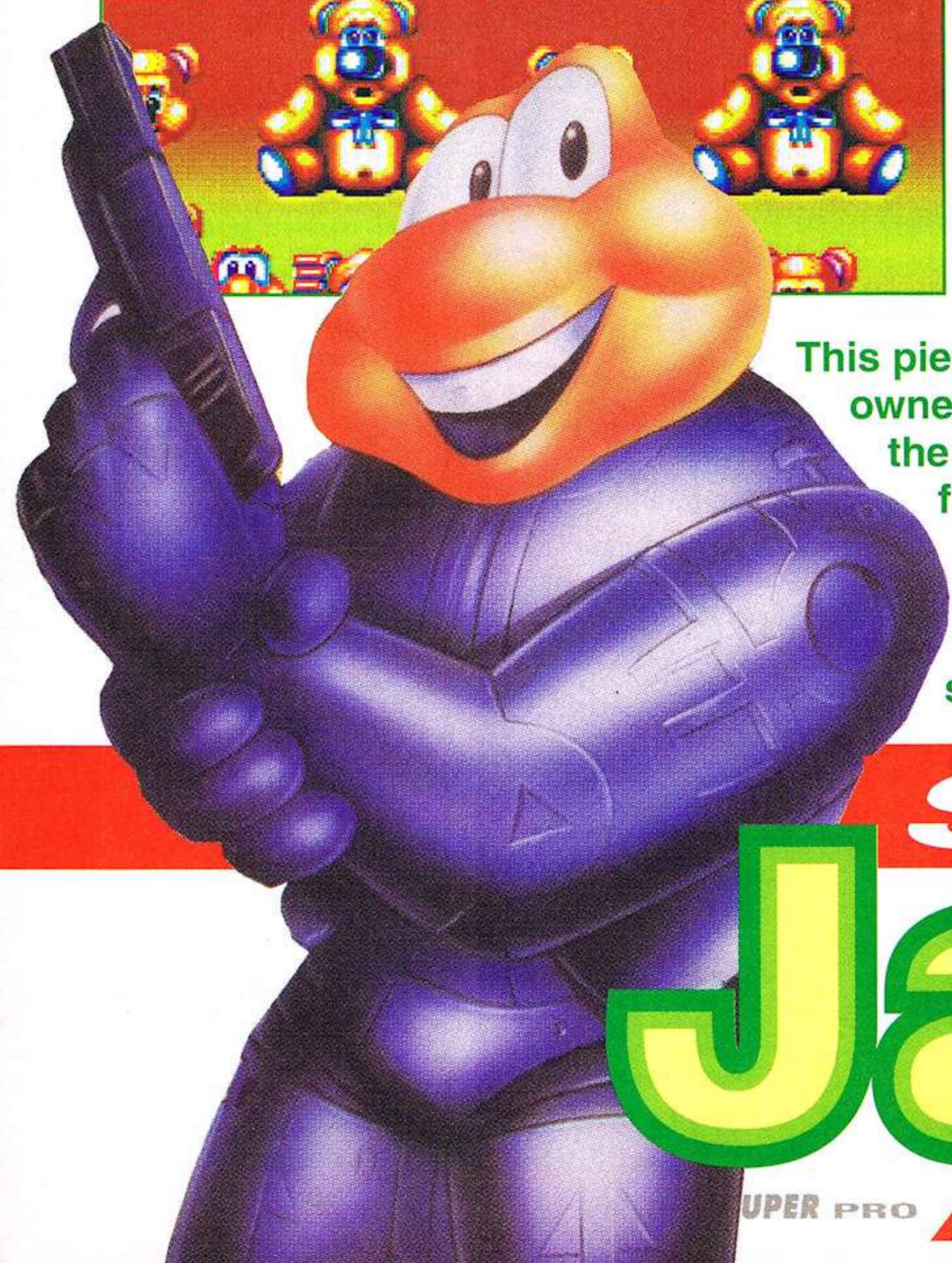
Above is the last of the many fat Guardians that you'll encounter. To reach this platform you'll have to jump on the head of the small snowmen who seem to pop out of his mouth.



Above, the first of many fat Guardians that you'll encounter in this crazed adventure. To get past him you have to jump on his head, making him explode.



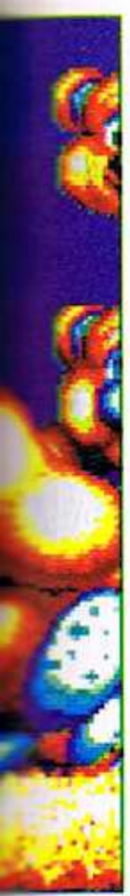
This piece of Cod first flashed his all to Amiga owners about two years ago, before skating onto the Mega Drive like the slippy, fishy and flirtatious thing that he is. Now he's making a rather belated splash on the SNES. Dave "fish face" Westley wonders whether SNES owners will take Ocean's new offering like a slap in the face with a wet, erh, k...od.

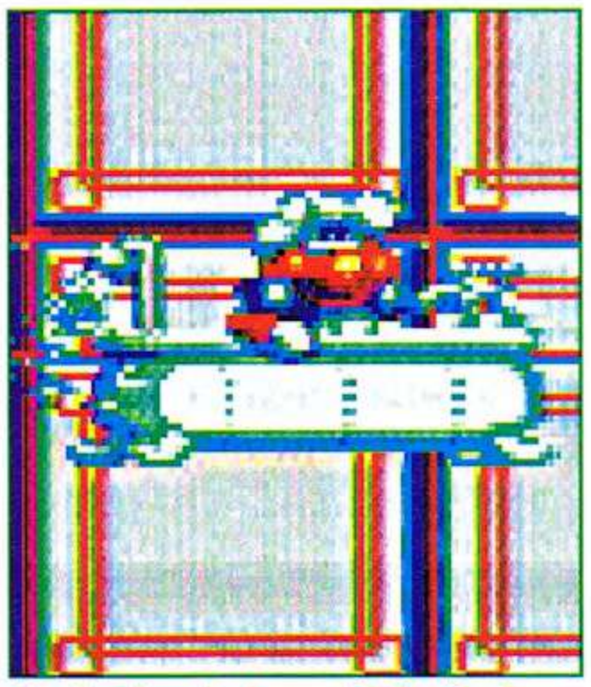
The distinctive smell of excitement filled the snug *SuperPro* office. And why? Because James Pond, RoboCod, the only fish of inter-galactic note, had finally waddled his way into the SUPERPRO offices. Nose blocks firmly in Plaice, we promptly picked him up, popped him into the welcoming SNES, and powered up.

The now somewhat unseasonable story line is that dastardly, party-pooping Dr Maybe has kidnapped Santa and is holding him ransom at the North Pole. It is Cod's mission to battle through an alternative world of weirdos in order to rescue him. He must do so by jumping between an inordinate amount of platforms, using his special elastic body to reach sky high places and by jumping on an assortment of weird, wonderful and unbearably cute creatures' heads. The happiness of millions of snotty nosed little kiddies rests in Pond's scaly fins.

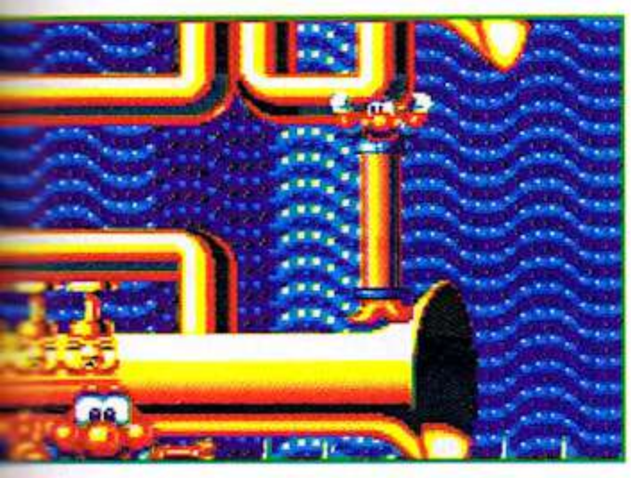
And so the first images warm on the television, with snow falling on the very same house that featured

SUPER James

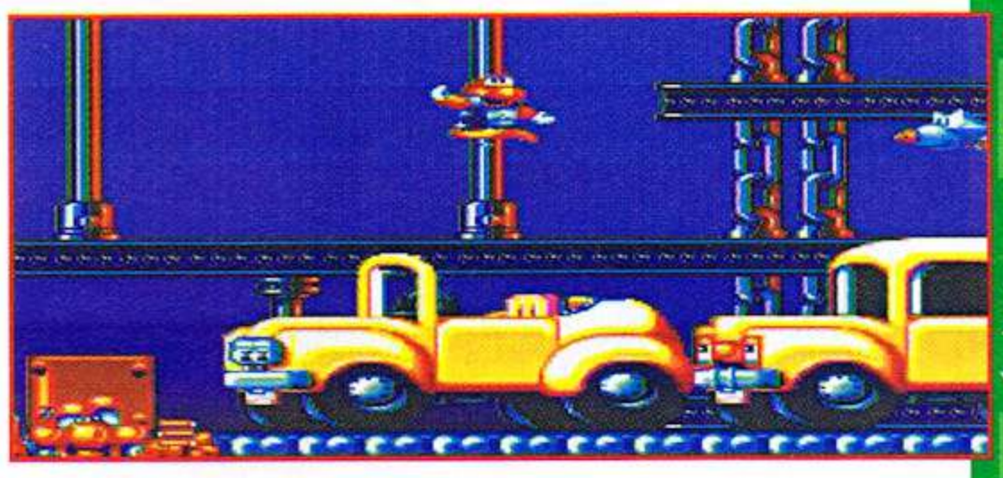




On the level above, RoboCod flies about the screen in a water propelled bath. Avoid the plugs!



Above, James Pond goes swimming in a sea filled with rather sad looking submarines. Right, the train sequence.



in the Mega Drive version. Beyond each door there's either a mega-guardian to beat, or some levels to complete. Most of the doors are locked but by completing earlier levels more and more doors are magically opened.

Each of the fourteen odd levels are bursting with oodles of eye-straining colour and imaginative sprites. Waddling your way through the varied levels you'll be in an almost perpetual state of wonder as you take on giant snowmen, huge teddy bears and animated cars. You can jump about on a page of musical notation, over lego bricks and penguin bars, scuttle and leap atop a speeding train, even fly about in a bath(!), car(!) and plane.

If you hadn't already guessed this is a game with it's tongue firmly pressed in cheek. After sending up 007 in the original (and unconverted) *James Pond I*, this sequel parodies *RoboCop* with our tinned cod sadly lacking a gun to blast his enemies. The visual jokes are certainly top-notch, although cynics like Stu might insist that plastering cutesy graphics across the backdrop is a little cheap skate – *Super Parodius* worked its jokes with fully interactive graphics.

Gameplay is also rather simplistic, but our RoboCod is fast and nippy on his flippers so there's a good, zestful feel about gameplay which never gets tiring. Unfortunately, as you speed through the levels it becomes obvious that nothing much has been changed from the Mega Drive version. If anything, the graphics are slightly worse, especially the backdrops which at times seem crude and over colourful. There's also a little slow-down. (Players with import machines should be aware that the UK version is designed for slower SNESs and because it runs so much faster on import machines, slow-down becomes a lot more noticeable.)

So what's the conclusion on this slightly stale slice of cod. Well, it's a shame there's been no effort to improve on the Mega Drive game and the infinite continues mean veteran players will soon polish it off. However it's still highly imaginative visually, good fun to play and younger players looking for an easier challenge will love it.

PRO TIP

Go right through the first door till you get here. Then collect the items in the right order to spell LIVES: Lips, Ice cream, Violin, Earth and SnowMan.

s Pond

Publisher: **OCEAN**
Tel: **061 8326633**
Price: **TBA**
Out: **July**

Players: **1**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **No**
Features: **Infinite continues.**

CONTROLS

- ▲ No function.
- ▼ Crouch.
- ◀ Left.
- ▶ Right.
- X No function.
- Y Stretch.
- A Stretch.
- B Jump.
- L No function.
- R No function.

PROS: Imaginative, witty and positively dripping with eye-straining colour. Individual sprites can be stunning. A fast-moving and very playable piece of silicon.

CONS: Unfortunately there's slow-down and some of the backdrops are too crude. Infinite continues mean that there isn't much challenge. Most damning however, is that it's just not as good as the Mega Drive version.

GRAPHICS	77
SOUND	70
GAMEPLAY	80
LONGEVITY	65

PROSCORE **70** SCOREPRO

SPLASHY, FLIPPERY FROLICS FOR KIDS.

Just when you thought that you'd rescued your friend from a fate worse than death, a slobbery, purpley hand plucks him away again (right)! The infamous sofa interludes (below)!

Panic Stations! The most annoying film of last year has schwinged its way onto the SNES, and to make matters worse it's been released by the company responsible for such past delights as *Pit-Fighter* and the *Home Alone* series. Cause for concern? I think so! Ryan "Space Cadet" Butt dons his fender and strums away to the world that is Wayne's!

WAYNE'S WORLD

An off-the-wall intro perfectly establishes THQ's *Wayne's World* Worthiness with TV show-style banter accompanied by Mode 7 close-ups and dissolves. The authentic humour carries over to the well-written manual, each level fully explained using the familiar Wayne and Garth lingo, including literary delights such as "Schwing", "Shyeah" and the vomiting inducing "Blow Chunks"!

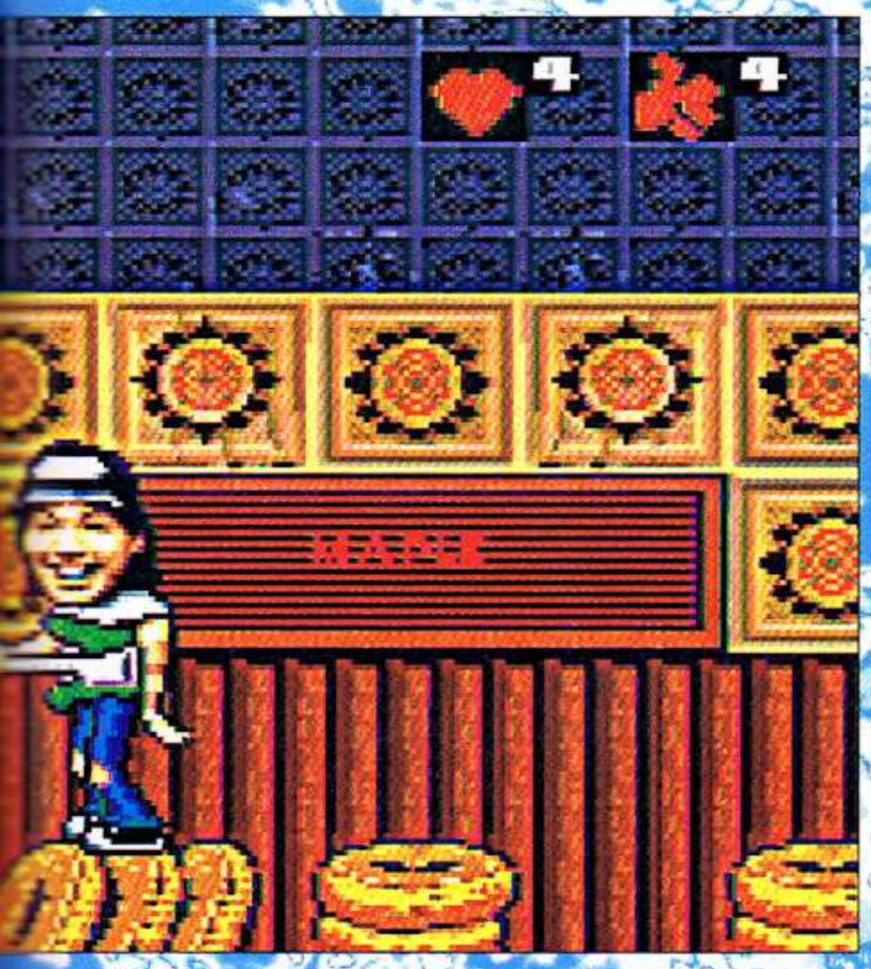
Thankfully no attempt has been made to recreate the movie's confusing plot-line and instead we have the two dweebish drop-outs zapped into a surreal computer world by *Zantar*, a coin-op at Noah's Arcade (groan!). In this alternate dimension the purple-pixeled ruler Zantar has taken Garth, Wayne's straw-haired buddy, as a prisoner for reasons I can't begin to imagine!

Wayne's rescue mission takes him through surreal recreations of his beloved hang-outs; Kramer's Music Store, Stan Mikita's Donut Shop, the Gasworks nightclub and suburbia. But however weird the visuals the gameplay is all too familiar: yep, it turns out Zantar likes platform shoot-

WAYNE'S WORLD

During his perilous quest to save his bespectacled-buddy, Wayne encounters many weird and wonderful creatures, but none quite so strange as the infamous liquid-spewing coffee cup (below)!

Above our sharp-talking hero is greeted by a foxy-lady with a tremendous smile... NOT! Wayne discovers the world's biggest Hi-Fi on his merry jaunt through the music store (below).



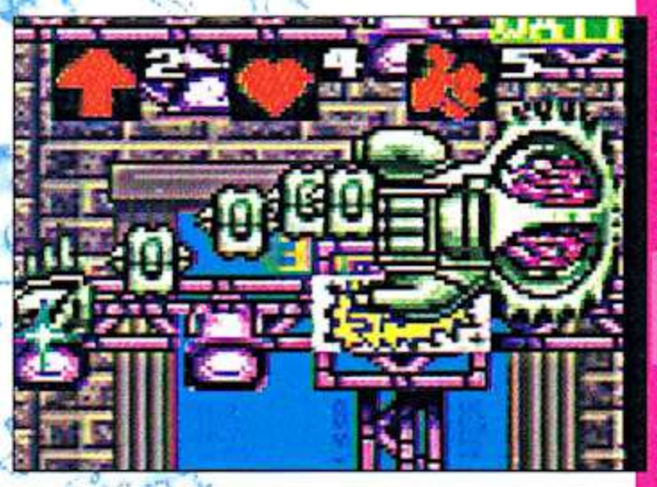
'em-ups with smart bombs (the Schwing Item!), Worthless Items (for Worthiness Points, AKA extra energy) and various weapon power-ups. However the main sprites couldn't bear more likeness to the annoying, dimple-cheeked features of Wayne and Garth, and their sluggish movements are surely a reflection of the characters' laziness rather than a fault on the programmers side – I think!

Wayne's size and slowness make getting into the game rather difficult, especially with all the things you have to avoid, and irritation is heightened when the gormless hero is invariably sent back to the beginning of a level when he dies. This frustration means you don't fully appreciate the impressive set of samples; when Wayne's hit we get a "Not!" and when he dies he goes down on his knees to chant "Not worthy."

The programmers have certainly gone out of their way to pack the game with Wayne-style humour. Both graphics and sonics are fairly well defined, creating a genuinely amusing atmosphere. Unfortunately the game itself offers little in the way of originality, consisting mainly of wandering around, collecting icons and shooting the dodgy onslaught of hostile instruments before finding the level's end. Tedium and apathy soon make playing this game a bit of a chore and for those not interested in *Wayne's strange World*, there's very little to keep you interested. But for fans this is an okay game with above-average humour.

PRO TIP

Various drums can be used as trampolines to get to higher platforms and hidden objects. The big drums will take you higher.



What guardian could be more fitting to a music store, than a giant guitar monster (above). "We are not worthy (below)!"

Publisher: **THQ**
Tel: **0372 743744**
Price: **TBA**
UK Release: **June**

Players: **1**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **Not!**
Features: **More Wayne and Garth related gags that you could possibly imagine!**

CONTROLS

No function.
Duck dude.
Strut left.
Strut right.
X — No function.
Y — Fire a chord.
A — Schwing.
B — Jump.
L — Not worthy of a function.
R — Equally unworthy of a function.

PROS: The graphics and sonics aren't *too* bad, and the game is pretty challenging.
CONS: But on the whole the game is mind-numbingly repetitive and the endless samples will lead you to murder eventually!

GRAPHICS	66
SOUND	62
GAMEPLAY	53
LONGEVITY	51

PROSCORE
55
SCOREPRO

AN EXCELLENT GAME...NOT! (GOSH, I BET YOU WEREN'T EXPECTING THAT!)

Thanks to CONSOLE PLUS
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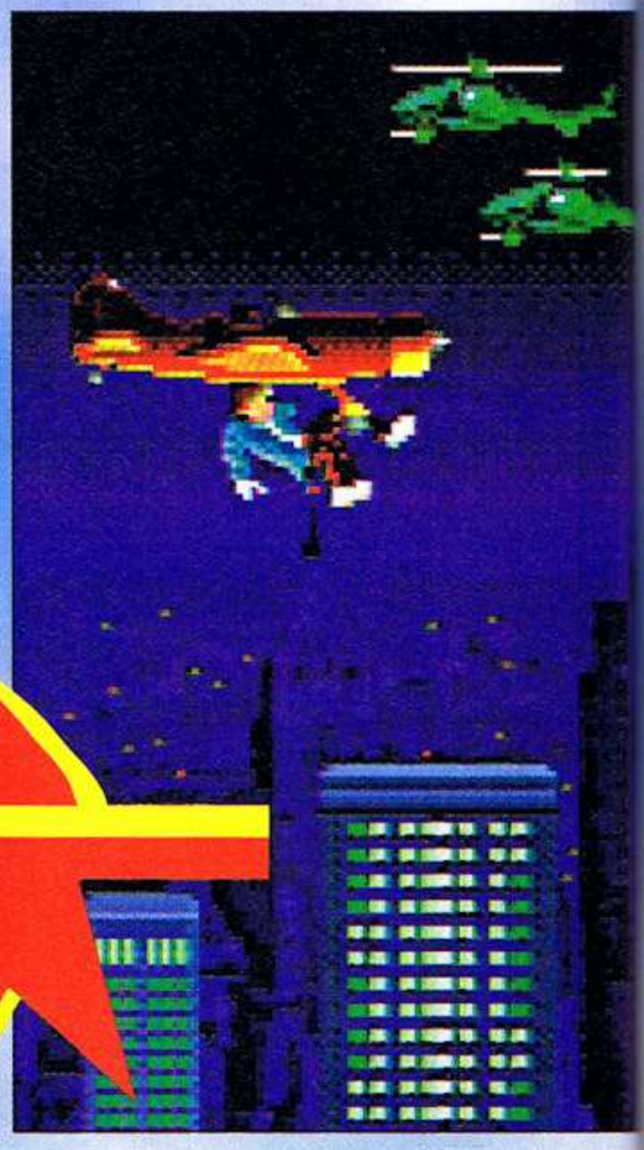
Taking out a security camera (above) is an amusing sub-game and the best-looking part of an otherwise drab game. On the left, Mad General Leland is flanked by some rather large war-toy robots.



The film may have been a flop, but the brilliant sets were tailor-made for a video game and hopes were high for this isometric shoot-'em-up. After all, with David "Living Legend" Crane designing the game how could it fail? Ryan "Playboy" Butt investigates.

TOYS

Toys opens with a snowy, Xmas-like scene where unconvincing clouds swirl around before forming a text intro to the game. Kenneth Zevo is the president of Zevo Toys and on his deathbed he must decide who to leave his empire to. Sadly Leslie, Kenneth's only (and by no means normal) son doesn't possess the mind of a mature adult. Kenneth instead leaves the business to his brother, Leland, a crack-pot military madman who soon has the factory turning out war toys.

According to Kenneth's loopy plan Leslie will be so worried by this he'll embark on a life and death struggle with Leland, thereby turning into a mature responsible adult. But since Leslie's played by Robin Williams is this at all believable?

Nope, but it's up

The solitary Game Over screen (above) is a poor reward for trudging through such a repetitive game. Isometric levels (left and below) are all far too similar.

Flying over Manhatten on the fourth level (left) is a disappointing finale to an uninspired game.

Publisher: **ABSOLUTE ENTERTAINMENT**
Supplier: **VIDEO GAMES BOX**
Tel: **0425 616705 & 0722 422522**
Price: **£54.99**

Players: **1**
Skill Levels: **1**
Cart Size: **4Mbit**
Save Game: **No**
Features: **Isometric 3D.**

CONTROLS

- ▲ Move up.
- ▼ Move down.
- ◀ Move left.
- ▶ Move right.
- X No function.
- Y No function.
- A Fire.
- B No function.
- L Scroll inventory.
- R Scroll inventory.

PROS: Novel (for a short while!) water spout sub-game, innovative perspective, 14 collectible weapon-toys, plus a nifty sound score, simply brimming with thumping jingles and sampled sound effects.

CONS: Basic graphics, highly repetitive gameplay and too darn difficult to be fun.

to you to try and make it happen. And how are you going to do it. By peaceful, mature negotiation or by blasting everything in sight? Erhm, blasting everything in sight actually. Yep, the game of the anti-war toy film is yet another shoot-'em-up with Leslie facing four levels of toy-infested mayhem before finally removing Leland from his position of power.

The first three levels use an isometric perspective, representing the factory's production lines, canteens and warehouses. Each level is heavily defended by tiny, toy-like but still lethal robots. Leslie can fight back either by firing his peanut gun (which has infinite ammo) or by picking up toys of his own and releasing them to attack the enemies. The toys are one of the game's few inventive points; toy chefs spin off in a random direction, toy footballers move in a zig-zag pattern and toy cars race around in a figure of eight. There's also custard pies, homing missile toy elephants and a traffic cop who holds his hand up to briefly freeze everything!

You can store as many toys as you like in your inventory, and it's a good idea to save the best toys for the later, harder levels. To complete a level you must find and destroy all Leland's security cameras. When you locate a camera, and zap all the toys around it, you're sent into a sub-game where you must to put the elephant-faced camera out of action by shooting water into the lense.

There are about ten cameras per level and although gameplay is initially novel, it soon gets wearisome – especially as whenever you die all the cameras reset. To make slogging through all this worthwhile you'd expect a brilliant fourth level but you'd be disappointed.

The last level has Leslie taking to the skies in a plane which he must pilot over his father's model of Manhatten, dodging skyscrapers and avoiding enemy aircraft. It's a side-view scrolling shoot-'em-up only without any shooting. The only way to survive is by quick reactions and flying through lots of energy-restoring rings. It's very tough and very dull.

Sub-standard gameplay is matched by disappointingly basic graphics throughout the game. The main sprite moves around like a rusty-robot with less personality than John Major! The toys are small and not particularly well detailed, while the backdrops are uniformly dull – especially level one where I spent several hours tramping around. The instruction booklet is painfully misleading, and constantly misses the object of the game, perhaps out of embarrassment since the game is ultimately so basic. But even when you know what you're doing the game is tough as you only have five lives. There are no continues, and when you die you have to restart the level from scratch. For a game presumably aimed at children, it's surprisingly, irritatingly tough. And should some poor, deluded tot struggle through all four levels the end sequence is simply someone's idea of a cruel joke, and I for one didn't appreciate it!

Toys was probably a nice concept on the drawing board, but the programmers haven't developed it into any sort of reasonable game. The unusual perspective is spoilt by poor graphics, whilst the neat toy-weapons with their unusual attack patterns are interesting only for a while and never provide enough gameplay to make one level, let alone three, at all addictive. Once again it looks as if most of the software house's money has gone into securing the licence rather than developing the game itself, which is a real shame. Keep clear!

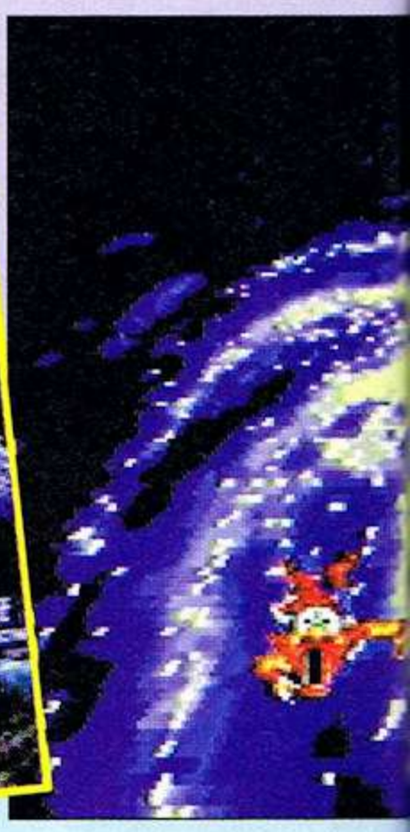
PRO TIP

Always switch to your favourite weapon before picking up one of the packages. This will give you infinite supplies for a limited amount of time.

GRAPHICS	52
SOUND	61
GAMEPLAY	49
LONGEVITY	54

PROSCORE
52
SCOREPRO

IF THIS IS A ZEVO TOY, BRING ON LELAND!



Whilst enjoying a quiet life at home, our three hairy heroes are sucked up by an alien space cruiser (above). The bluey-white warp (above-right) could land the adventurers safely home, but then again! (below)

OLAF THE STOUT

Olaf may be a bit slow and heavy but whenever you run into danger he's invaluable. His shield will hold back most monsters and missiles while you bring forward sharpshooter Balerog. He can also put his shield above his head to stop pulverising hydraulic rams and serve as a platform for Erik to jump on and off. Best of all though is when he goes hang-gliding, his blonde ponytail wafting in the wind as he sails downwards under your control.

THE LOST

PROGOLD SUPER PRO

Our spaced out heroes are literally thrown into another dimension when they step into the teleporter (left). Balerog bridges the gap to success (right)!

BALEROG THE BERSERKER

Old Balerog's certainly armed to the teeth. Button B gets the old warrior laying about with his hefty broadsword, while button Y has him cock an arrow and, when you release it, fire. Accuracy tends to be vital!

ERIK THE SWIFT

This red-headed hard nut is the only who doesn't seem to be terminally overweight as he's the only one who can jump! He can also run so fast he can smash his way through brick walls, but while he's great for exploring levels he has no weapons or defences.

All the Vikings have an inventory which can store four items that are picked up simply by walking over them. Items can't be dropped, only trashed or – if another Viking is close by – passed to another Viking's inventory. Items include short-fused bombs, smart bombs, super arrows (for Balerog), tools to fix various machines and food to restore health – each Viking has three health points which can be increased to four by getting a shield icon.

VIKINGS

Life just isn't fair, is it? After a career rampaging through Europe you finally settle down and decide to begin a family, all peaceful like, and then what happens? – an alien spaceship appears overhead and kidnaps you! Lost, confused and fiercer than ever, Ryan "Odin" Butt is treading cautiously!

Although *Lost Vikings* at first glance might seem just another *Lemmings* variant, with its tough puzzles and various special skills, it's actually a unique crossbreed of *Lemmings* and *Mario Bros.* Instead of legions of dumb critters you control just three Vikings and if you want these guys to move anywhere, well, it's up to you use the joypad to make them run, leap and fly as need be. You could say that you've got three differently skilled Marios, all of whom must be moved around platform levels in order to solve puzzles. Even if you're one of those few people allergic to *Lemmings* the superb platform feel of this game is certain to get you addicted!

The game's quality feel begins the moment you turn it on. A long, stylish intro shows the Vikings gone hunting, demonstrating each hero's skills, before they return to the village only to be abducted by the alien spaceship. Ship's captain is none other than The Mighty Tomator, leader of the Crutonian star fleet, and keen zoologist. As it happens Tomator is currently scouring the galaxy in search of unique life forms to exhibit and our Nordic family men fit the bill.

Tomator's taste in life forms can't be criticised; these guys are brilliant video game heroes, each packed with character, moving and acting with great swagger. At the start of each level there's a comic speech bubbled conversation and if you leave them alone for too long Baleog throws a temper tantrum while Olaf picks his nose! Sound is similarly impressive: the opening tune is both polished and highly atmospheric; starting off as a typical Norwegian folk number then suddenly breaking into a high-powered dance track. In-

game tunes follow the same high standard, each being appropriate to the level's time period. And sound effects are even better, really helping to bring the game alive; just listen to the howling wind on the continue screen, marvellous!

To begin with the Norsemen must simply find each other in the labyrinth of the alien spaceship and then attempt an escape. Unfortunately, not being in harmony with modern technology, the troll-like crusaders inadvertently warp themselves back into the distant past...

There are over 35 levels to complete, about seven or eight levels per time period, and thankfully whenever you complete a level you get a password to prevent you having to re-do completed levels. This doesn't eliminate irritating repetition though; the game's only serious drawback is that all the Vikings have to make it to the exit. If one gets fried then the whole level will have to be re-tried. Despite each Viking's vital role in completing the levels, the programmers should perhaps have included an alternative route that could be used in the event of a death of one of the team to prevent the continuous, infuriating task of starting the level again.

PRO TIP

Having trouble getting started? Here's some level codes to set you on your way:

Level 2: GR8T
Level 3: TLPT
Level 4: GRND
Level 5: LLM0
Level 6: FL0T
Level 7: TRSS
Level 8: PRHS
Level 9: CVRN
Level 10: BBLS

The many levels make *The Lost Vikings* an immensely compelling and addictive game to play. There's dinos-aurs, teleporters, Viking carrying bubbles, seesaws, electric forcefields, pumps which inflate our Vikings into balloons and so much more. Once you get the hang of the controls, you'll soon find it taking over your life: only when you've restored the Nordic trio to their hometown will you be able to free yourself from this game's clutches!

The fantastic soundtrack takes on an Egyptian twang as our intrepid explorers land themselves in ancient Africa (left). You don't say! (above) Olaf provides a safe escape for our dynamic threesome (below).

This miserable old goat will tell you how to get off the level, that is if you can stand his breath, phew!

Due to his ability to jump great heights, use Erik to scale the higher platforms in search of useful items and escape routes.

REVIEW

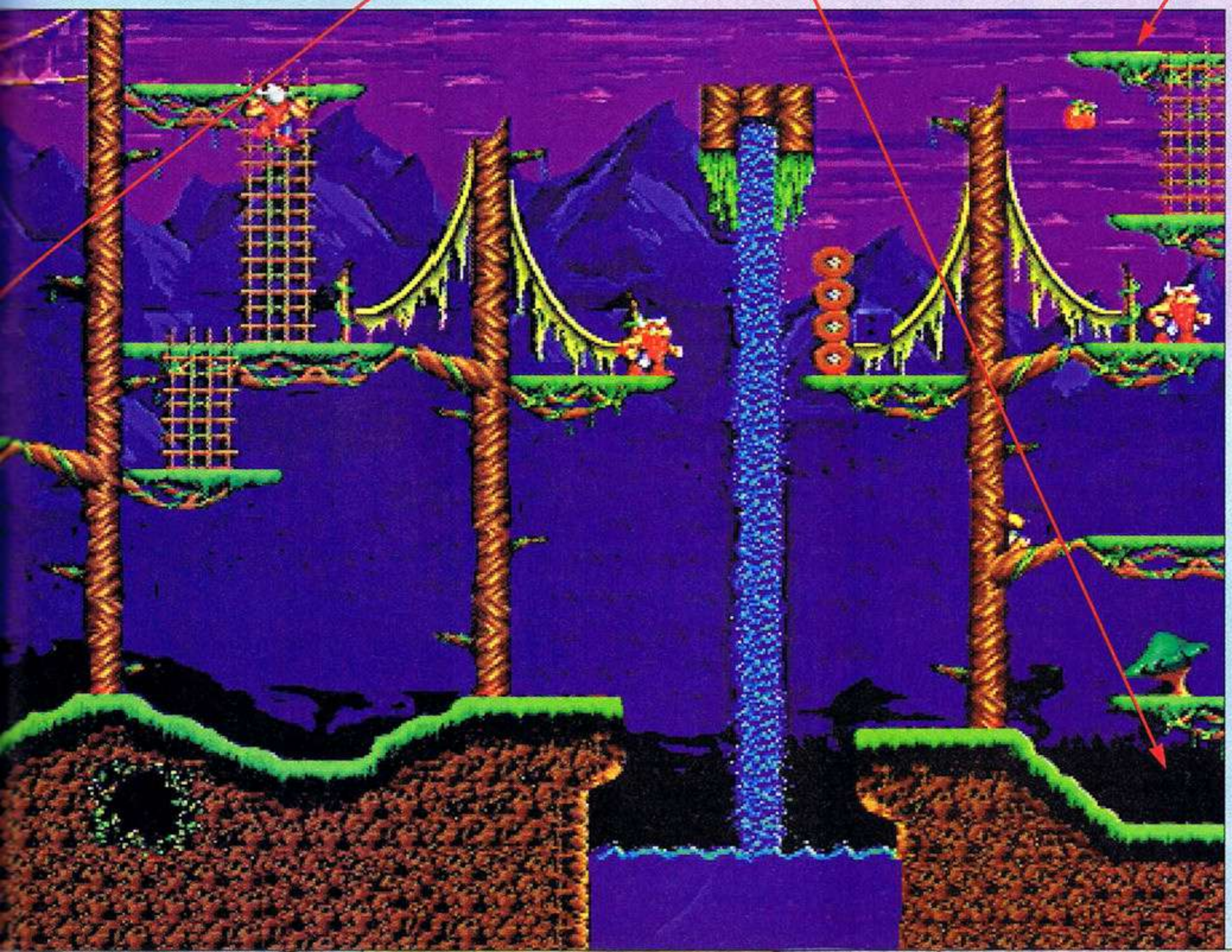
OFFI

Olaf indecently exposes himself (right). Watch out for the psychedelic dinosaurs in this perilous landscape (below). Baleog comes face to face with a distant cousin in candyland (below right).

Be on the look out for pestering cavemen, these neanderthal nuisances have a habit of rolling into you at every opportunity.

The exit is situated in the bottom right hand corner of the level, but you have to be in it to win it!

Grab the key from this platform, then drop down and open the bridge. Now simply move the other two dunderheads over and guide them to the exit.



Publisher: **INTERPLAY**
Distributer: **NINTENDO**
Tel: **0329 822565**
Price: **TBA**
Out: **TBA**

Players: **1-2**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **Password system**
Features: **Three multi-talented Vikings!**

CONTROLS

- ▲ Climb up.
- ▼ Climb down.
- ◀ Move left.
- ▶ Move right.
- X Use item.
- Y Individual character action.
- A Talk to characters, pull levers, press switches.
- B Move shield, swing sword, jump.
- L Change character control.
- R Change character control.

PROS: Superb graphics and sound, easy to get into but tough enough to offer a great challenge for weeks to come. A brilliant mix of platform arcade action and thought-provoking puzzles.

CONS: Can tend to be a little infuriating at times, especially if one of the characters dies close to the exit. Two-player mode isn't very useful.

GRAPHICS	93
SOUND	91
GAMEPLAY	91
LONGEVITY	92

PROSCORE
92
SCOREPRO

A FINE PIECE OF AGGRESSIVE INTERACTION!

SUPER PRO

NEXT MONTH

COMING SOON

American Gladiators ➤ Battletoads ➤ Bubsy
Dracula ➤ Super Turrican ➤ Super High Impact
Wolf Child ➤ Top Gear 2 ➤ Yoshi's Cookie
Rocky Rodent ➤ 2020 Baseball ➤ Claymates
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ON SALE THURSDAY JUNE 17

UK RELEASE DATES

MAY

BULLS VS BLAZERS	EA
CHESSMASTER	Mindscape
COOL WORLD	Ocean
HARLEY'S	Absolute
JOHN MADDEN 93	EA
KING ARTHUR'S WORLD	Jaleco
PEBBLE BEACH GOLF	T&E
SCAVENGER HUNT	Ocean
SUPER STAR WARS	JVC
WING COMMANDER	Mindscape

JUNE

ROCK N ROLL RACING	Interplay
STARWING	Nintendo
SUPER STRIKE EAGLE	MicroProse
STREET COMBAT	Irem

By the time you read this the shelves should be bulging with high quality May releases. JVC's brilliant *Super Star Wars* finally makes its much delayed UK debut and is sure to be an instant sell out, while slightly more thoughtful space opera action is provided in Mindscape's *Wing Commander.* But to really test the old grey matter you need Jaleco's *King Arthur*, a sophisticated development of the *Lemmings* concept by Argonaut, the programmers of *Star Fox.* Although the controls take time to master the massive challenge provides an ultimately very satisfying test of reactions and brains. Much more fun is *Pebble Beach Golf*, a good game with great graphics – shame there's only one course. All these are Bandai releases, all £49.99 except for *King Arthur* and *Chessmaster* which clock in at £44.99. Also available should be Ocean's top quality platformer *Pugsley's Scavanger Hunt* and Absolute's fun *Harley's Humongous Adventure.* Electronic Arts provide something completely different with two serious sports game, the incredibly comprehensive American football sim *John Madden 93* with its super slick control system and the *Bulls vs Blazers.*

Sadly *Terminator* has been delayed toward the end of the year while *Outlander*, which had been due for May, has no definite release date now. Even last month's cover star, the hugely playable B.O.B. isn't immune and is now a July not June release.

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SUPER PRO

A-Z OF GAMES

Game Guide

The multi-billion dollar industry that is Nintendo is certainly ensuring a constant supply of SNES games, most appearing in Japan or America before being adapted for UK SNES machines. Below is the SUPERPRO guide to available carts, each with a mini-review, overall percentage and if it's had a big review, the number of the issue where it appeared. Games which include a lot of Japanese text and are unplayable for non-Japanese players are merely mentioned, with percentage marks omitted. To help you pick your way through so many releases we've added colour-coding to identify game-types.

ACROBAT MISSION (TEICHIKU)
With just five levels, this is a shoot-'em-up to have you addicted for months, but the initial appeal is successfully simple.
PROSCORE 46%

ACTRAISER *(ENIX)*
A brilliant mix of a strategic gods game and a great looking platforming slash-'em-up. The Japanese version is murder without English text and the American version is too easy. Go official with this one!
PROSCORE 91% (ISSUE 2)

AEROBIZ (KOEI)
This puts you in charge of your very own airline, buying aircraft, new routes, advertising, hotels and even choosing whether to skimp on repairs! It's a surprisingly addictive game which allows you to compete with three other airlines (human or computer controlled). There's also battery back-up. AKA: *Air Manager.*
PROSCORE 84% (ISSUE 6)

AGURI SUZUKI F1
Now an official release, cf *F1 Suzuki.*

AIR MANAGER (KOEI)
Japanese text version of *Aerobiz.*

ALIEN VS PREDATOR (IGS)
Nice graphics, shame about the unbelievably repetitive scrolling beat-'em-up gameplay.
PROSCORE 54% (ISSUE 4)

AMAZING TENNIS (ABSOLUTE)
This game looks absolutely fantastic and sounds pretty good, too. It's great for one player but when you have to play at the top of the court, it gets a bit difficult. Not quite "Super" but nearly "Amazing".
PROSCORE 81% (ISSUE 2)

ANOTHER WORLD *(INTERPLAY)*
This the closest you're going to get to CD-ROM game without the hardware. It's presented in the style of a movie with close-ups, cinematic pans and stunning backdrops. Highly addictive with plenty of puzzles to solve although it's no *Zelda* for longevity. AKA: *Out Of This World.*
PROSCORE 86% (ISSUE 1)

ARCANA (HAL)
This 3-D adventure suffers from poor graphics with the play screen being far too small. Patience is a virtue, and it will certainly help here if you are to enjoy this. (Also known as: *Card Master.)*
PROSCORE 55%

COLOUR KEY

RPG/STRATEGY
Role-playing and strategy games emphasise the planning side of things. *Zelda III* and *Sim City* are games in this category which match any no-brainer shoot-'em-up for addictivity and have a much longer term challenge.

SHOOT-'EM-UPS
Vertically scrolling, side-scrolling, omni-scrolling games where the main objective is not to peacefully resolve problems through macro-economic decisionmaking. Nope, in these games if it moves you shoot it.

RACERS
Yes, we know Formula One is a sport, but there are so many racing games that it seemed obvious to give them their own category.

SPORT
Everything from golf to soccer to bowling, even a few made-up future sports feature in this category.

ODDBALLS
Awkward so-and-so's which don't fit into any conventional game-type. A bit irritating for our system, but often the most innovative and interesting games break conventional norms so well worth checking out.

PUZZLERS
Stop! Where are you going? They're not all boring variations on obscure oriental boardgames. You even get some arcade action in games like *Lemmings.* But the main thing is the emphasis on brainpower.

BEAT-'EM-UPS
As above only you use your fists, feet and occasionally a broken bottle instead of hi-tech military hardware.

PLATFORMERS
The main part of the game here involves leaping from platform to platform (cor!). Sounds a bit dull but fiendishly clever programmers have made this one of the most popular and addictive game types.

OFFICIAL: This shows if the game has been released in the PAL-format UK machines require.

COMPATIBILITY: SNES games come in three different carts; boxy American carts, curved front Japanese carts and curved front UK ones. Japanese and American carts are identical except for their shape and all that prevents them being used in each other's machines is their shape, adaptors are thus very simple. UK carts and machines have special chips which prevent the use of foreign equipment. These require more complex 'univeral' adaptors which use a second cart to fool the host machine with its security chips while loading in the cart you want to play. Universal adaptors allow you to use UK carts with any foreign machines, and any foreign carts with UK machines.
Standard American and Japanese machines run faster and fill the screen with the picture, but won't work with UK TVs unless they're connected via a SCART socket – or are modified to be as slow as UK SNESs.

A-Z OF GAMES

ASSAULT SUIT VALKEN (MCS)
You're in a giant armoured suit stompin' and shootin' and flyin' through seven tough levels. Great graphics, good gameplay and brilliant atmosphere. AKA: *Cybernator* (US).
ProScore 86% (Issue 3)

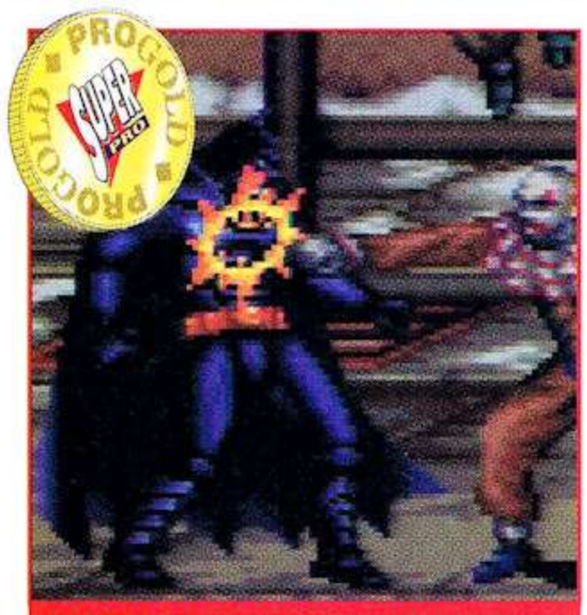
ASTRAL BOUT (A-WAVE)
With beat-'em-ups on the SNES not exactly scarce it's gonna take something pretty smart to impress us. This doesn't.
ProScore 33%

AUGUSTA MASTERS 3-D GOLF (T&E SOFT)
This was this first of a deluge of golf games to appear, yet still looks and plays great compared to the likes of *Pebble* and *PGA*. The battery back-up is a big bonus.
ProScore 83%

AXELAY (KONAMI)
An absolutely stunning shoot-'em-up. Six long levels alternate between good looking side-scrolling action and unbelievable, into the screen Mode 7 trickery.
ProScore 91% (Issue 1, 5)

BART'S NIGHTMARE *(ACCLAIM)*
Bart is plunged into a nightmare wherein he must recover eight pages of his school essay from eight superbly drawn sub-games. It looks as good as the real cartoon, but sadly playability is irritatingly tough and nowhere near as imaginative as the graphics.
ProScore: 80% (Issue 1)

BASS BROS *(LASERSOFT)*
Another dire *SFII* clone. There's some interesting aliens and special moves but background graphics are appalling and gameplay ultimately uninvolving.
ProScore: 50% (Issue 6)



BATMAN RETURNS (KONAMI)
The soundtrack is awesome, the graphics brilliant and playability excellent. This is undoubtedly one of the finest scrolling beat-'em-ups, enemy sprites aren't hugely varied (although Catwoman makes a whip-snapping appearance), but backgrounds are and there's even an enjoyable Batmobile driving level. The only flaw is that it's a little easy on the lowest skill setting.
ProScore 90% (Issue 6)

BATTLECLASH *(NINTENDO)* **SS**
SUPERSCOPE ONLY
A '50s B-movie is turned into a nice-looking if ultimately shallow shoot-'em-up. Marching through ruined cities is a good test of your SuperScoping skills.
ProScore 67%

BASEBALL SIM 1000 (CULTURE BRAIN)
More time should have been spent on the in-game graphics and less on the ubiquitous Mode 7 graphics. AKA: *Ultra Baseball.*
ProScore 51%

BATTLE BLAZE (SAMMY CORP)
This slash 'n' stab fight game is similar to *Street Fighter II* with the added bonus of weapons! Its only problem is a serious lack of moves leading to boredom.
ProScore 64%

BATTLE GRAND PRIX (NAXAT)
An overhead view game, although this time there's a split screen. It's tough to get to grips with, but with its two player mode and realism, it's quite playable. Simultaneous two-player mode
ProScore 73% (Issue 4)

BEST OF THE BEST (LORICIEL)
A huge number of moves, a big championship and a good practice mode make this a serious karate sim, as well as a great beat-'em-up.
ProScore 87% (Issue 3)

BIG RUN (JALECO)
Like *Race Drivin', Big Run* shows up one of the SNES hardware faults. The driving action is simple, graphically glitchy but with a dose of occasional strategy.
ProScore 32% (Issue 4)

BILL LAMBIER'S COMBAT BASKETBALL (HUDSON SOFT)
A conversion of the Amiga game *Future Basketball*, this is a rather unexciting attempt at a violent version of basketball.
ProScore 55%

BLAZEON (ATLUS)
Terrible scrolling backgrounds and poor gameplay ensure unhappiness.
ProScore 31%

BLAZING SKIES *(NAMCOT)*
This WWI sim shows what's possible graphically with Mode 7 made good use of for some good flying sequences, particularly dog-fighting. Unfortunately gameplay is lacking with a frustrating control system.
ProScore 67% (Issue 1)

BLUES BROTHERS *(TITUS)*
An extremely funny film becomes an extremely irritating platform game with run-of-the-mill surrealistic graphics and a more frustrating than useful simultaneous two-player mode. Sound is excellent though and genre-fans might enjoy challenge.
ProScore 71% (Issue 4)

B.O.B. *(EA)*
The eponymous star is possibly the most adaptible ever, a bug-like critter whose head can sprout rotorblades to fly him around. There's over 45 levels, a password system and huge mega-guardians, all making this an innovative and addictive platformer.
ProScore 83% (Issue 6)

BOMBUZAL
See *ka-Blooey.*

BRAWL BROS
American version of *Rushing Beat 2.*

BULLS VS BLAZERS *(EA)*
An extremely comprehensive basketball sim with some great FX and music. Unfortunately it all runs a bit too slowly, even on Japanese machines, and is thus rather frustrating to play.
ProScore 79% Issue 4

CACOMA KNIGHT (DATAM)
A cutesy Japanese update of ancient coin-op classic *Qix*. Simplistic, repetitive and plagued by slow-down.
ProScore 41% (Issue 3)

CALIFORNIA GAMES II (DTMC)
Windsurfing, JetSurfing, SnowBoarding, BodyBoarding, Hang-gliding and SkateBoarding are the six events on offer, some looking quite impressive. Unfortunately gameplay depth is lacking. Multi-player scoring system, up to six people taking turns, is good though.
ProScore 69% Issue 4

CAMELTRY
See *On The Ball.*

CAPTAIN TSUBASU SOCCER 3 (KOEI)
This football management game verges on the ridiculous as you try to battle through the tiresome Jap text to decent match sequences.

CARDMASTER
See Import *Arcana.*

CHESTER CHEETAH (KANEKO)
Colourful, humorous cartoon-style graphics make this one instantly appealing, especially to younger players who won't mind the fact the game is rather easy.
ProScore 79% (Issue 4)

CHUCK ROCK (IMAGESOFT)
This hilarious prehistoric platformer features the big-bellied Chuck, gorgeous backdrops and plenty of challenge. The only problem is the lack of continues!
ProScore 89% (Issue 3)

CLUE (PARKER BROS)
A revamped version of *Cluedo* which though initially quite playable, is ultimately repetitive. For three or more players it's okay but why not buy the boardgame?
ProScore 69%

COMBATRIBE (AMERICAN TECHNOS)
A virtually pixel-perfect, 12MBit coin-op conversion which is still too small and too repetitive. It's another one or two-player scrolling beat-'em-up, yawn...
ProScore 63% (Issue 4)

CONGO CAPERS
US name for *Joe & Mac 2.*

CONTRA (3/CONTRA SPIRITS)
US and Japanese versions respectively of *Super Probotector.*

COOL WORLD *(OCEAN)*
A very odd film makes a very odd game. The graphics are gorgeous, gameplay is original and varied, but there's not enough of it and the difficultly level is set excessively high.
ProScore 76% (Issue 6)

COSMO GANG: THE VIDEO GAME ((NAMCOT)
Space Invaders gets souped up for the '90s in this cutesy Japanese game. Fun for a while, especially in two-player mode, but soon gets *very* repetitive.
ProScore 55% (Issue 2)

D FORCE (ASMIK)
When somebody gets hold of Mode7 without the manual, this is what happens. Overly chunky graphics make this look like a very dated shoot-'em-up.
ProScore 23%

DARIUS TWIN (TAITO)
This one doesn't really differ from the other shoot-'em-ups available but it does have pretty good graphics and solid gameplay.
ProScore 68%

DESERT STRIKE *(EA)*
In this slick Mega Drive conversion you pilot a gunship helicopter through five very tough campaigns. It isn't that realistic really, but a wealth of detail give an irresistably authentic feel and most military buffs will be delighted, as will players wanting a novel shoot-'em-up.
ProScore: 90% (Issue 2)

DINOSAURS/DINO CITY (IREM CORP)
Dino land is jam-packed with platforms and problems, and monsters who want to make your cute little dinosaur extinct. Packed with slick graphics and plenty of gameplay but too easy.
ProScore 86%

DRAGON BALL Z: THE RPG (BANDAI)
It's a decision run RPG game in which you select options to dictate your actions (like fly, fight, run, etc), but since it's all in Japanese it's utterly useless.

DRAGON BALL Z: THE ARCADE GAME (BANDAI)
The manga comic characters appear in a *SFII*-style beat-'em-up. There's some interesting effects like a vertical splitscreen with Mode 7, but playability is low.
ProScore 51% (Issue 6)

DRAGON'S LAIR *(ELITE)*
One of the best looking and worst playing coin-ops gets the Elite treatment and emerges still looking good, but playing like a pretty darn good platform action game. The only drawback is that levels aren't massively varied graphically and the password system is a bit frustrating.
ProScore: 80% (Issue 1)

DRAKKHEN *(KEMCO)*
An RPG with not too much text so theJapanese version isn't too bad, but official is best. The perspective is unusual for an RPG, a fast-scrolling 3-D landscape heavily populated with well-drawn monsters. Imaginative and unusual this is a great introduction to RPGs.
ProScore: 88% (Issue 2)

EARTHLIGHT (HUDSONSOFT)
This cart is so full of Jap text, it's hard to say what's going on. The play area seems to be in space, and some sort of strategy is involved.

COLOUR KEY: RPG/STRATEGY SHOOT-EM-UPS RACERS SPORT

EXHAUST HEAT II (SETA)
A brand new custom chip ensures this is the fastest racing game ever but sadly handling is a bit off, leading to a repetitive feel. However there's lots of tracks, battery-saved progression and a nice feature whereby you can research new car bits.
ProScore 74% (Issue 5)

EXTRA INNINGS (SONY)
Another baseball sim with small graphics and slow gameplay. Batting is easy, fielding is not, so it can be frustrating. AKA: *Ganba League*.
ProScore 61%

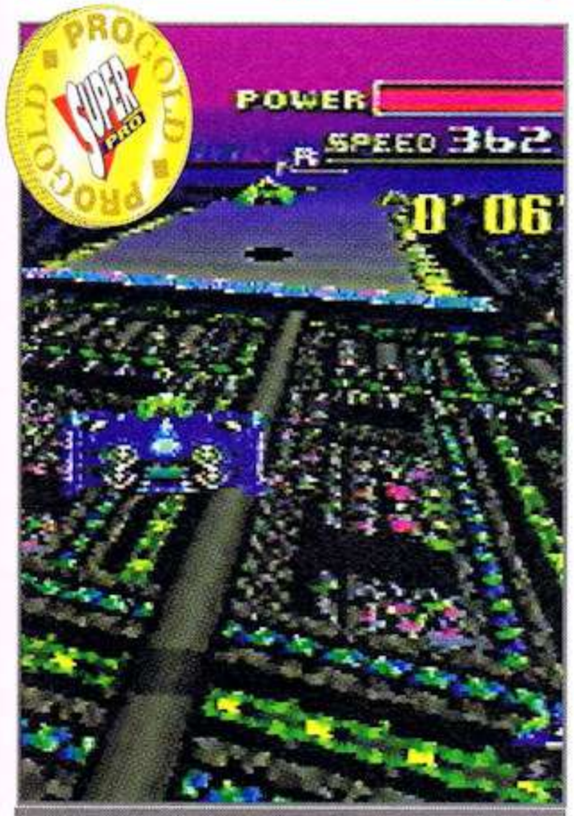
F1 EXHAUST HEAT *(OCEAN)*
A cart-saved grand prix to compete in and plenty of tracks make for an engrossing game. Unfortunately it's a bit easy while both graphics and sonics are rather bland. Okay-ish. AKA: *F1-ROC*.
ProScore: 69% (Issue 1)

F1 GRAND PRIX (FOCA)
An overhead view F1 race game with plenty of realistic detail but for just one player.
ProScore 62% (Issue 4)

F1 ROC
Japanese version of *F1 Exhaust Heat*.

F1 SUZUKI *(LOZC)*
This very playable F1 racer has masses of tracks and loads of options, including a great simultaneous two player mode. The UK version has been a bit easier and more playable than import versions. Good fun.
ProScore: 85% (Issue 2, 4)

FACEBALL 2000 (TEICHIKU)
Ultra successful on the little Game Boy, this 3D maze shoot-'em-up has been totally up-rated for the SNES. Great head-to-head two-player mode.
ProScore 88% (Issue 1)



F-ZERO *(NINTENDO)*
One of the first SNES games and still one of the best, arguably the best single-player racer. The sensation of speed is unrivalled, while competition is tough with fifteen tracks and four skill levels. Best times are recorded on the cart.
ProScore 91% (Issue 1, 4)

FATAL FURY (TAKARA)
A graphically impressive 12Mbit clone of *SFII* which sadly falls short in playability with too few combat moves.
ProScore: 70% (Issue 3)

FINAL FANTASY II (NINTENDO)
A palpable, ponderous and laboured epic. The world is huge, encompassing dozens of villages, castles and so forth plus many different magic spells, items, weapons and characters.
ProScore 82% (Issue 2)

FINAL FIGHT *(CAPCOM)*
Final Fight was the first real beat-'em-up to emerge on the SNES, impressive for its huge sprites, less so for the loss of the coin-op's two player mode.
ProScore: 77% (Issue 1)

FINAL FIGHT GUY (CAPCOM)
Weird! You'd have thought an upgrade of the original *Final Fight* would contain useful additions like two-player gameplay, but no, this one just gives you another character to choose from and makes the game easier. What a con!
ProScore 70%

FIRE DODGEBALL (SUNSOFT)
The *Dodgeball* series continues with the odd bods venturing onto the basketball court. But as these sorts of games are aimed at youngsters, the rules have been simplified. Don't bother.
ProScore 45%

FIREPOWER 2000
US version of *Super Swiv*.

GANBA LEAGUE
See Import *Extra Innings*.

GEORGE FORMAN'S KO BOXING (ACCLAIM)
George certainly looks the business in this ring-restrained beat-'em-up, but sadly he doesn't have the stamina to last long. There aren't enough moves and what's there isn't very satisfying.
ProScore 46%

GEOMAN WARRIOR
See *Legend of the Mystical Ninja*.

GHOULS 'N' GHOSTS *(CAPCOM)*
An armour clad knight is charged with saving a princess, a task which demands lots of platform leaping and rapid-fire shooting. There's a multitude of power-up weapons, hideously imaginative monsters and fantastic settings, including a beautifully drawn sunken ship. Okay it's very hard, and there is some slowdown and flicker, but overall it's brill!
ProScore: 85% (Issue 1)

GODS *(MINDSCAPE)*
An old Amiga classic with no Jap cutesy sprites, just lots of lever pulling puzzles, masses of enemy sprites and a tough challenge. Worth a look but can be frustrating.
ProScore: 82% (Issue 3)

GOLDEN FIGHTER (CULTURE BRAIN)
Heralded as a challenger to the great *Street Fighter II*, this doesn't come close. The enemies are challenging, but they don't have any character, so getting beaten by them doesn't bother you much.
ProScore 65%

GRADIUS III (KONAMI)
Based on Konami's classic blast-'em-ups, *Gradius III* incorporates all of the features that make for a great arcade game! A great weapon selection system, loads of aliens and levels and arcade quality graphics and sound.
ProScore 86%

GUNFORCE (IREM)
This is much along the lines of *Xardian* yet it's all a bit jerky. There are more features but the playability suffers from poor controls.
ProScore 48%

HARLEY'S HUMONGOUS ADVENTURE *(HI-TECH)*
An imaginative twist on the platformer format with some intriguing claymation graphical fx.
ProScore 93% (Issue 6)

HAT TRICK HERO
See *Super Soccer Champ*.

HIT THE ICE (TAITO)
A nice looking conversion of a hilarious coin-op with huge sprites engaged in much fisticuffs. Unfortunately gameplay is shallow and repetitive, animation slow and unconvincing.
ProScore 67% (Issue 6)

HOLE IN ONE (HAL)
There's only one course and it uses a cumbersome password system to record your progress. The controls, the most important part of any golf game, are okay, while there are a few special effects.
ProScore 55%

HOME ALONE *(THQ)*
Simplistic arcade adventurer which makes little use of the SNES and soon gets irritatingly repetitive.Very easy but could appeal to very young kids.
ProScore 49% (Issue 2)

HOME ALONE 2: LOST IN NEW YORK (THQ)
Simplistic arcade adventurer which makes very little use of the SNES and soon gets irritatingly repetitive. If only it were lost in New York!
ProScore 51% (Issue 2)

HOOK (SONY)
Looks pretty good and is incredibly big but it lacks depth, is too easy and the controls are terrible.
ProScore 67%

HUMAN GRAND PRIX (HUMAN)
A very nice looking and reasonably comprehensive F1 race game with a good simultaneous two-player splitscreen view. Somewhat marred by an awkward steering system which takes time to master.
ProScore 70% (Issue 4)

HYPERZONE (HAL)
This looks like *F-Zero* yet is essentially a blast-'em-up and not a very good one at that.
ProScore 38%

IMPERIUM (VIC TOKAI)
This vertically scrolling shooter has a novel power-up system and plenty of challenge (perhaps too much), but the graphics are unremarkable and gameplay soon becomes more frustrating than enjoyable.
ProScore 60% (Issue 4)

IREM SKINS GAME (IREM)
An extremely slick and professional attempt at replicating the perhaps dubious appeal of golf. The graphics are good, the control system realistic and complex. But there's only one course and one skill level.
ProScore 70% (Issue 2)

JACK NICKLAUS GOLF (KONAMI)
A very, very sad golf game. After you've sat through half an hour's worth of screen updates and swung your club twice you'll be wondering just why Konami bothered.
ProScore 41%

JAKI CRUSH (NAXAT SOFT)
A massive and very weird, very grotesque pinball table with plenty of little pinbally sub-games. Looks great, sounds okay and plays well – although as with real pinball it does get rather repetitive and there could've more than one table.
ProScore 76% (Issue 4)

JAMES BOND JNR *(THQ)*
A cartoon series inspired mix of platforming action and air/sea shoot-'em-up blasting is ruined by dreadful graphics, awful gameplay and weak sound. Avoid.
ProScore 36% (Issue 2)

JERRY BOY (SONY IMAGESOFT)
Wobbly blobs a-plenty in this odd game. There's far too much going on onscreen for you to work out what you're doing. Extremely frustrating. AKA:*Smartball*.
ProScore 43%

JIMMY CONNORS PRO TENNIS TOUR (UBISOFT)
The most realistic tennis sim yet with masses of shots, a huge tournament mode (and passwords), lots of options and five tennis coaches!
ProScore 86% (Issue 3)

JOE & MAC *(ELITE)*
This accurate coin-op conversion offers a simultaneous two-player mode with a pair of cavemen jumpin' and boppin' their way across various platforms to rescue cavewomen. The cartoon-style graphics are good, sound effects great and gameplay... okayish. It's a bit too easy.
ProScore 69% (Issue 1)

JOE & MAC 2 (DATA EAST)
Apart from the prehistoric theme there's very little similarity to the original game. Graphics are smaller and blander but the challenge is bigger and gameplay more varied. Not bad, but there's loads better. AKA: *Congo Capers* (US).
ProScore 75% (Issue 4)

JOHN MADDEN FOOTBALL (ELECTRONIC ARTS)
A case of unfulfilled potential here – this isn't as good as the Mega Drive version (a real rarity!). Take a look at *Super Play Action* or *John Madden Football '93*.
ProScore 56%

JOHN MADDEN FOOTBALL '93 (EA)
A massively improved version of the original featuring an easily grasped control system, plenty of plays, teams and options. It lacks the graphical pizzazz to be the ultimate SNES footie sim, but for anyone interested in American football this is an excellent introduction.
ProScore: 83% (Issue 2)

KABLOOEY (KEMCO)
What a strange game. You simply have to go around the different levels exploding bombs and avoiding falling off the platforms. Hardly stimulating stuff. Strictly for puzzle fans. AKA: *Bombuzal*.
ProScore 58%

KIKIKAIKA
Japanese version of *Pocky & Rocky*.

KING ARTHUR'S WORLD *(JALECO)*
Another *Lemmings* variant, this time set in medieval England with you in charge of troops whose various skills you must exploit to complete 30 levels. Troops include archers, magicians, knights and engineers who can construct everything from ladders to catapults to battering rams. A more sophisticated game than *Lemmings* and harder to get into – which

A-Z OF GAMES

SUPER PRO means arcade-puzzle fanatics will love it!
ProScore 85% **(Issue 2)**

KING OF THE MONSTERS (TAKARA)
The beat-'em-up action takes place on a 3-D battlefield but it's all very slow and dull.
ProScore 46%

KING OF THE RALLY (MELDAC)
An overhead view makes great use of Mode 7 as you follow the arrows to whiz about maze-like tracks. Fun for a while but soon becomes dull with too few competitor cars on screen.
ProScore 69% **(Issue 4)**

KING'S QUEST V (BRONSON)
A super translation of an original computer development, but fails in one area – there is no English version available at present.

KRUSTY'S SUPER FUN HOUSE *(ACCLAIM)*
It's got a *Simpsons* licence but there's not much of Bart here. It is in fact a *Lemmings* variant where you must lead rats into a rat-mincing machine! Reasonable fun but the graphics and sonics are both poor while gameplay fails to equal the game which inspired it.
ProScore 68% **(Issue 1)**

LAGOON (KEMCO)
Lagoon is similar to the *Zelda* games, being an adventure full of searching, finding, fighting and, inevitably, dying! It's pretty good, but a little on the slow side.
ProScore 83% **(Issue 2)**

LAST FIGHTER TWIN (BANPRESTO)
Toymaker, Banpresto, turns its succesful Super Deformer robot into a console game. Basically it's a side-on beat-'em-up, but two players can take part and the action can get quite fun.
ProScore 70%

LEGEND OF THE MYSTICAL NINJA (KONAMI)
Based on an old Japanese computer game, this adventure/action game is okay but certainly not earth shattering. Some of the graphics are dodgy and the action's a little bit repetitive. *(Also known as Geoman Warrior.)*
ProScore 61%

LEMMINGS *(SUNSOFT)*
One of the best games of the Eighties has you saving lemmings from their own stupidity. You can't control the lemmings directly, only assist by giving them skills such as digging, climbing and parachuting. There's 125 levels to complete, thoughtfully split up into groups so if you run into a dead end on one level you can try another group. The SNES version has a little slowdown but remains unmissable.
ProScore: 90% **(Issue 1)**

LETHAL WEAPON (OCEAN)
All three movies rolled into one five-level platformer with plenty of gunplay, but very small sprites and very ordinary backdrops. Plenty of challenge though and giving you the choice of which order you attempt first four levels is a good idea.
ProScore 76% **(Issue 4)**

MAGIC SWORD *(CAPCOM)*
Involves much hackin' and slashin' but not too much of the old grey matter. You are basically required to storm a fortress or two. Dull.
ProScore 67% **(Issue 5)**

MARIO PAINT *(NINTENDO)*
A fairly serious art package with a great intro to composing music thrown in as well. Unfortunately you can only save one picture and the art package lacks tools vital for serious work. It's great fun for a while, and is ideal for young kids, but for anyone older is enjoyable only briefly and is much too expensive due to the inclusion of a vital mouse controller.
ProScore 90% **(Issue 2)**

MECHWARRIOR (ACTIVISION)
The official Battletech video game has you fighting it out with hordes of giant robots in brilliantly atmospheric, Mode 7 first person perspective. There's also a substantial adventuring element involving much drinking in the local bar. Brilliant but beware JVC's Japanese text version.
ProScore 90% **Issue 5**

METAL JACKET (ATLUS)
There aren't that many truly dreadful platform games on the SNES, but this is certainly a member of that group.
ProScore 05%

MONOPOLY (PARKER BRO)
The classic boardgame makes a surprisingly good SNES game. Quite playable with plenty of options and a number of graphical sequences.
ProScore 78%

MUSYA (DATAM)
Unfortunately, the great build up is let down by a distinct lack of gameplay as you plod through simple surroundings, with poor animation.
ProScore 45%

NBA ALL-STAR CHALLENGE (ACCLAIM)
The four sub-games here only use half the basketball court, most being simple variants of one-on-one. The game looks great and plays well – but soon becomes very repetitive.
ProScore 55% **(Issue 4)**

NBA BASKETBALL (TECMO)
A stunning sim with slick, fast animation, good sound and great playability. All the real players are in there, plus a battery save tournament. Brilliant.
ProScore 90% **(Issue 3)**

NCAA BASKETBALL (NINTENDO)
A stunning demonstration of Mode 7. All of the characters are digitised and the extensive movements are super smooth.
ProScore 83%

NHLPA HOCKEY *(ELECTRONIC ARTS)*
Another comprehensive EA sim with masses of stats, rules and atmosphere. It's very playable, but the scrolling is a little sluggish.
ProScore: 78% **(Issue 3)**

NOLAN RYAN'S BASEBALL (ROMSTAR)
The sport is fairly accuartely translated, but due to its nature fails to keep addicted in one-player mode.
ProScore 65%

ON THE BALL/CAMELTRY (TAITO)
You must guide a marble through various mazes by revolving the *maze* around the ball and letting gravity pull it down. Great fun but far too easy.
ProScore 69% **(Issue 2)**

OTHELLO WORLD (TSUKUDA)
Although the computer does have a very good range of difficulty, you could buy a dedicated computer othello for a lot less.
ProScore 66%

OUTLANDER *(MINDSCAPE)*
This Mad Max-style blaster is two games in one. There's a behind-the-car driving/blasting game and a walking along and blasting game. A nice idea but sluggishly implemented.
ProScore 57% **(Issue 6)**

PAPERBOY 2 *(MINDSCAPE)*
Gameplay is simplistic and repetitive, graphics which were once impressive have become terribly banal. Dire.
ProScore: 34% **(Issue 1)**

PARODIUS *(KONAMI)*
A brilliant shoot-'em-up which just happens to have some of the funniest graphics ever seen. There's eleven big levels, a choice of four different fighters to control and great power-ups.
ProScore: 88% **(Issue 2)**

PEBBLE BEACH GOLF LINKS (T&E SOFT)
While it still only has one course, it's a pretty amazing one. There are many neat touches too, including caddies, digitised graphics and a complex yet realistic control system and extensive options.
ProScore 82%

PGA TOUR GOLF *(ELECTRONICS ARTS)*
By far the best golf game, *PGA Tour Golf* incorporates a number of courses, options and computer players. Going through four rounds to complete a championship can be a little laborious and graphics are poor but still great fun.
ProScore 84% **(Issue 4)**

PHALANX (KEMCO)
Another blasting game which, along with *Darius Twin* and *Super EDF*, offers just a mediocre shoot-'em-up.
ProScore 67%

PILOTWINGS *(NINTENDO)*
Attending flight school with the intention of learning to master parachuting and flying light planes, jetpacks, hang-gliders and helicopters may sound 'interesting' but less than compulsive. But Mode 7 is used brilliantly, and gameplay is totally addictive.
ProScore: 83% **(Issue 1)**

PIT-FIGHTER *(THQ)*
This was one of the greatest beat-'em-ups around and has been well and truly slaughtered on the SNES.
ProScore 23%

POCKY & ROCKY (NATSUME)
Looks cute but is a rock-hard mega-blaster in the *Commando* mould. There's a great simultaneous two-player mode, the imaginative graphics get better the further you go and it's very funny! Japanese version is called *Kikikaika*.
ProScore 89% **(Issue 5)**

POPULOUS *(ANCO/IMAGINEER)*
A massive game with a thousand levels, ten different worlds and a formidable computer opponent. You must flatten land to make life easier for your followers, as well as smiting the opposing lot with floods, earthquakes, etc. It's initially very addictive although over the longer term can become repetitive, and the control system is rather sluggish.
ProScore 79% **(Issue 2)**

POWER ATHLETE (KANECO)
A truly dire attempt at cloning *SFII*.
ProScore 45% **(Issue 3)**

PRINCE OF PERSIA *(KONAMI)*
A classic game boasting superlative animation on an arabian knight who can swordfight, walk, run, inch forward, jump, hang by the tips of his fingertips etc. 20 big levels need to be completed, with a tight overall time limit and plenty of puzzles to test both arcade reflexes and brain cells. Brilliant.
ProScore 88% **(Issue 2)**

PRO SOCCER (IMAGINEER)
The concept of overhead footy games like *Kick Off* is all very well if they have a gameplay hook like Kick Off, but *Pro Soccer* has failed to transfer that to console – mostly due to poor controls.
ProScore 53%

PUGSLEY'S SCAVENGER HUNT *(OCEAN)*
A superb development of *Addams Family* which looks and sounds good, plays tough but fair with the player being to choose in which order they attempt most of the imaginative and varied levels.
ProScore 88% **(Issue 6)**

Q*BERT 3 (NTVIC)
An ancient classic arcade game is expanded into a massive challenge, but sadly playability is severely lacking.
ProScore 65% **(Issue 2)**

COLOUR KEY: RPG/STRATEGY SHOOT-EM-UPS RACERS SPORT

RACE DRIVIN' *(THQ)*
Slow, jerky and no feeling of speed. Very grim.
ProScore 51% (Issue 1)

RAIDEN TRAD (ELECTRO BRAIN)
This is a straightforward blast-'em-up that features a two-player simultaneous mode but little else.
ProScore 61%

RAMPART (EA)
An extremely playable version of the Atari coin-op with some neat use of Mode 7 in one-player mode. Two-player mode doesn't look as good, but playability is excellent. A combination of *Tetris* and *Missile Command*, utterly unique!
ProScore 85% (Issue 1)

RIVAL TURF *(JALECO)*
Once more you must go down the mean streets with only your fists and feet to defend you. It's a tired scenario and poorly used here with too few combat moves, jerky graphics and not enough challenge. The only good point is the simultaneous two-player mode.
ProScore: 51% (Issue 1)

ROAD RUNNER *(SUNSOFT)*
Road Runner and Wily Coyote are both brilliantly drawn, the latter appearing in ever more bizarre and funny Roadie killing guises. The speed of the game knocks *Sonic* into a cocked hat, but perhaps it's a little too fast and later levels are incredibly hard. One for pros only.
ProScore: 82% (Issue 1)

ROBOCOP 3 *(OCEAN)*
Levels are too short and the difficulty setting ridiculously high. New elements such as the overhead view flying sequences are dire to play and the whole project is thorougly misconceived. Avoid.
ProScore: 46% (Issue 1)

ROGER CLEMENS' MVP BASEBALL (LJN/ACCLAIM)
There's loads of good things about this, like all the different TV angles to view the action, but there's also plenty of duff points with the control system being one (fatal) example.
ProScore 41% (Issue 2)

ROMANCE OF THE THREE KINGDOMS (KOEI)
This is a multi-player game that is part roleplaying and part strategy but it's all very boring. Even dedicated RPG fanatics will find this very tedious. And being strongly Japanese based, playing it isn't easy.

RPM RACING (INTERPLAY)
Like *Super Off Road* except that there's more of everything – more tracks, parts and cars. There's also a split screen for two player action. It's pretty good, and is worth trying despite dodgy graphics.
ProScore 67% (Issue 4)

RUSHING BEAT 2 (JALECO)
A sequel to the dire *Rival Turf* this one or two-player scrolling beat-'em-up with reasonable graphics, plenty of characters to choose from and some original touches. However the limited number of moves make it ultimately very repetitive and dull. AKA: *Brawl Bros* (US).
ProScore 50% (Issue 4)

SD DODGEBALL (SUNSOFT)
The other *Dodgeball* games were stretching it a bit, but this one is taking the proverbial. All these cute Jap folks have to bash the hell out of each other by throwing a ball around...
ProScore 32%

SHANGHAI II (ACTIVISION)
A well-implemented conversion of the ancient oriental puzzle game, complete with *Dragon's Eye* variant where you play against a computer controlled character. A game to meditate over.
ProScore 63% (Issue 6)

SIM CITY *(NINTENDO)*
City planning must be one of the most boring subjects on Earth; all those tedious details such as locating roads, railways, airports, stadiums, fire stations, police stations, not to mention avoiding traffic congestion, pollution, high crime... It should be a yawn. It is in fact frighteningly compulsive, the underlying principles are complex, but initially it all seems very simple. Brilliant.
ProScore 85% (Issue 1)

SIM EARTH (IMAGINEER)
If *Sim City* had you building cities till the sun went down, then *Sim Earth* will have you cultivating civilisations till breakfast. Sadly, this little gem is full of Jap text, so unless you've played the English version you won't get anywhere.

SKULLJAGGER (AMERICAN SOFTWORKS)
A reasonably enjoyable platformer with plenty of pirates, ninjas and mutant aliens to hack 'n' slash. It's a big game with plenty of challenge, secret rooms and warps. It also has a great soundtrack. Unfortunately it looks poor with naff sprites and animation, besides lacking originality. Worth a look though.
ProScore 68% (Issue 2)

SMARTBALL
See *Jerry Boy*.

SOUL BLAZER (ENIX)
This is the sequel to the outstanding *Actraiser*. It's more like *Zelda* than its predecessor and, while it hasn't got the same depth, it is significantly more straightforward and very enjoyable.
ProScore 85% (Issue 1)

SONIC BLAST MAN (BANDAI)
Taito did a great job of the coin-op, and this is just as good. Stunning graphics combine with an excellent soundtrack to make hitting everyone you see extremely fun. A very, very funny game but easy.
ProScore 87% (Issue 1)

SPACE FOOTBALL (TRIFFIX)
This is a futuristic American footy game in which you have to guide an android around a pitch trying to reach the end zone with a flying sphere. It's as boring as it sounds!
ProScore 59%

SPANKY'S QUEST (NATSUME)
Nice title, shame about the game. This puzzling puzzler has nothing on *Lemmings* or *Krusty* and should be avoided by all but masochists.
ProScore 44%

SPIDERMAN AND THE X-MEN *(ACCLAIM)*
A whole host of superheroes make this a must-have for any comics fan. It gets off to a poor start with Spidey leaping about a dull city. Once this is completed though you're given the option of attempting various sub-games, two for each character. Gameplay is varied and tough, graphics impressive and sound brilliant.
ProScore: 85% (Issue 1)

SPINDIZZY WORLDS *(ASCII)*
You must guide a spinning top through 3-D mazes avoiding the villains, collecting the gems and pressing switches. It's a massive and very tough test of both joypad reactions and brains which you'll either love or hate.
ProScore 89% (Issue 1)

STAR FOX (NINTENDO)
The first game to use the Special FX chip is stunning not only for its incredibly fast solid polygon graphics, but also for great gameplay. A squadron of furry critters are flying their spaceships against asteroids, battleship armadas, black holes, heavily fortified planets and lots, lots more. You're the squadron commander and as the game progresses they chat to you, asking for help. An unbelievable cart. (AKA: *Starwing*.)
ProScore 96% (Issue 4)

STREET FIGHTER II *(CAPCOM)*
What can we say? Eight different fighters to choose from, each with brilliant animation and an incredible wealth of moves fully utilizing every button the joypad – and then some! It's an excellent and very tough one-player game, an utterly brilliant two-player game. The only flaw is the price: £65. Import versions are available cheaper though so shop around.
ProScore 93% (Issue 1)

SUPER ADVENTURE ISLAND *(HUDSONSOFT)*
This sounds great and doesn't look too bad, but gameplay is irksome with your large sprite coming a cropper all too often and being forced back to the start of unimaginative levels. Ugh!
ProScore: 42% (Issue 1)

SUPER ALESTE *(TOHO)*
A genuinely spectacular shoot-'em-up – perhaps too spectacular with some distracting backdrops – and plenty of incredible power-ups. It looks a bit dated now after *Axelay* and lots of invulnerability pods make gameplay a bit flukey.
ProScore 81% (Issue 2)

SUPER BASES LOADED I & II
See *Super Pro Baseball I & II*.

SUPER BATTER UP (NAMCO)
This doesn't really look like a good SNES game, but it is probably the best baseball game available. Despite being heavy on statistics and such things, the gameplay itself is fast and accurate.
ProScore 83%

SUPER BATTLETANK (ABSOLUTE)
Great graphics but the sim-style looks are misleading while gameplay is extremely repetitive.
ProScore 54% (Issue 5)

SUPER BOWLING (TECHNOS)
Bowling is a strange theme for a game yet this one works pretty well. There are a few different characters and playing modes, and the graphics make it all the more enjoyable. Playing alone is a bit boring, though!
ProScore 72%

SUPER BUSTER BROS (CAPCOM)
American version of *Super Pang*.

SUPER CASTLEVANIA IV *(KONAMI)*
***Super Castlevania IV*. is a great update of the NES series with Simon Belmont running, jumping and whipping his way through huge levels to confront various end-level guardians. A bit repetitive in places but still excellent.**
ProScore 92% (Issue 1)

SUPER CHINESE WORLD (CULTURE BRAIN)
An RPG game based very much in the Japanese realms, resplendent in Japanese text. Wandering around having the occasional fight is no problem, but anything else will have you struggling. Reviewed in Issue 2 with our Japanese translator and found to be pretty mediocre.

SUPER CUP SOCCER
See *Super Goal*.

SUPER DOUBLE DRAGON (TRADEWEST)
All the backgrounds are simple 8-bit jobs and it's way too easy and repetitive. The only good point is the simultaneous two-player mode.
ProScore 61% (Issue 1)

SUPER GOAL (JALECO)
A side-on view footie game which plays well and has battery back-up for saving your progress in the tournament. On the minus side there's no bookings, switching players is awkward. Still a pretty good game due to get better with a harder, improved UK version due soon.
ProScore 84% (Issue 1)

SUPER F1 GRAND PRIX (VIDEO SYSTEM)
While *Super F1* looks pretty good and plays fine, its inaccuracy and frustrating controls mean that Formula One buffs will be a little disappointed. Overhead views never seem to work anyway.
ProScore 59%

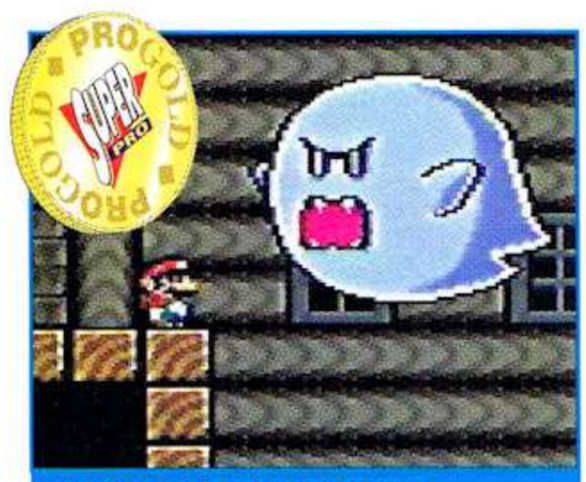
SUPER F1 HERO (VARIE CORP)
A conventional F1 racer with nothing special except for rough graphics.
ProScore 65% (Issue 4)

SUPER FIRE PRO WRESTLING (HUMAN)
Unfortunately there's no (printable) word in the English Language that can describe this dreadful game.
ProScore 12%

SUPER FORMATION SOCCER
Japanese name for *Super Soccer*.

SUPER KICK OFF *(IMAGINEER/ANCO)*
Kick Off provided Amiga enthusiasts (myself included) with endless hours of football fun, now it's come to the SNES with the same overhead perspective, a whole host of options, leagues, cups and some slick scrolling. Control is a little awkward on joypad but this is still one of the best footie games around.
ProScore 81% (Issue 1)

SUPER MARIO KART *(NINTENDO)*
This superb split-screen racer features all your favourite *Mario* characters as go-karting fiends who you and a friend can control. You can race each other, race against the pack of *Mario* characters or enter a battle game and shoot at each other! There's also four leagues, each with five tracks, and if the challenge isn't massive playability is. Good in one-player mode, unmissable in two-player mode.
ProScore 94% (Issue 2, 4)



SUPER MARIO WORLD *(NINTENDO)*
Plenty of detail, cuteness and imagination with 96 levels to find and complete. The best thing is how you can choose your own way through the game. The perhaps too friendly save game option means it won't take too long to complete but it's an excellent introduction to video gaming, and finding all the levels will test any pro!
ProScore: 92% (Issue 1)

SUPER NINJA (KOEI)
Koei are back with yet another probably brilliant but essentially unintelligible Japanese wargame RPG thing.

SUPER OFF ROAD (TRADEWEST)
Originally a super coin-op racing game, the whole track is on screen, at an angle, with four cars bumping around the tracks. There's plenty of power-ups to collect and it's good fun, especially in two-player mode, with a fantastic soundtrack. Ultimately a bit repetitive though.
ProScore 81% (Issue 1)

SUPER PANG (CAPCOM)
Bursting balloons may not sound like much fun but this is fiendishly addictive, containing good graphics and fast action. No two-player mode, though and a bit easy. AKA: *Super Buster Bros.*
ProScore 75% (Issue 5)

SUPER PIPEDREAM (BPS)
A novel and imaginative puzzle-game which isn't bad, just over-priced considering the graphical dullness and repetitiveness. Fun two-player mode.
ProScore 60% (Issue 3)

SUPER PLAY ACTION FOOTBALL (NINTENDO)
This looks good, plays well and is great for two players. Its options are comprehensive, with 28 NFC teams, loads of high school and college teams, different NFC players and loads of moves.
ProScore 70% (Issue 2)

SUPER PRO BASEBALL (JALECO)
It's strange with so many baseball sims on the SNES that no-one has yet captured the atmosphere of the American sport – probably because all the games are programmed by Japanese people. *(Also known as: Super Bases Loaded.)*
ProScore 36%

SUPER PRO BASEBALL II (JALECO)
No improvements here, just new players with up-to-date stats. Not worth bothering with either game. *(Also known as: Super Bases Loaded II – surprisingly enough.)*
ProScore 40%

SUPER PROBOTECTOR *(KONAMI)*
This is a super shoot-'em-up conversion, and is possibly the best ever for the SNES. Each of the thrilling levels hold different surprises; platform side on shoot-ups, a *Return of the Jedi* style biking adventure, and an overhead view Mode 7 zapping sensation all feature to make this a truly classic game. Amazingly there's even a simultaneous two-player mode. AKA: *Contra Spirits* (Japan) and *Contra III* (US).
ProScore 90% (Issue 1)

SUPER R-TYPE *(IREM)*
It looks brilliant and plays well but while graphical slowdown isn't that bad, going back to the start of a level whenever you die soon becomes tedious.
ProScore: 78% (Issue 1)

SUPER SMASH TV *(ACCLAIM)*
The game that was originally a super-smash coin-op with unbelievable numbers of on-screen sprites and ear-damaging sound-effects, is now available on the SNES. There's plenty of power-ups, prizes and fearsome end-level guardians. As a test of shoot-'em-up skills little comes close, but it can get repetitive.
ProScore 75% (Issue 1)

SUPER SOCCER *(NINTENDO)*
An impressive 3D view made possible by the clever use of Mode 7 will entice any football simulation fan to this top quality cart. Minor details such as fouls always leading to a booking or at worst -the dreaded red card - don't impair the gameplay. Overall, *Super Soccer* is one of the best football games available on the SNES.
ProScore 80% (Issue 1)

SUPER SOCCER CHAMP (TAITO)
A fast but inaccurate soccer game that many real fans will find terribly easy, terribly boring and, well, terrible. AKA: *Hat-Trick Hero.)*
ProScore 48% (Issue 1)

SUPER STAR WARS (JVC)
The soundtrack is probably the best ever and the attention to detail generally is astounding. Long platform shoot-'em-up sections are thus great fun, while Mode 7 is dazzling in two stunning flight sequences. Trench scene is brill too!
ProScore 95% (Issue 1)

SUPER STRIKE EAGLE (MICROPROSE)
Air-to-air combat is presented sim-style but soon gets repetitive. More impressive is some stunning Mode 7, scaling the ground around in fun dive-bombing sections. Not a bad game but lacking in variety.
ProScore 69% (Issue 6)

SUPER STRIKE GUNNER *(NTVIC)*
A remarkably banal and unchallenging vertically-scrolling shoot-'em-up. Simultaneous two-player action is fun for a while, as are a big range of power-ups!
ProScore 64% (Issue 2)

SUPER SWIV *(BANANA)*
Another vertical scroller with the welcome addition of simultaneous two-player action. Sadly graphics and gameplay are rather dull and unoriginal. Both Japanese and US versions (*Firepower 2000*) give trouble with most converters.
ProScore 70% (Issue 3)

SUPER TENNIS *(NINTENDO)*
This cart has got to be the best simulator available. Slices, top spins, lobs, volleys and smashes are all in there, perfectly implemented. You can choose from 20 players, evenly divided between the sexes, enter a world circuit (with massive passcodes) and even play doubles with or against a friend!
ProScore 91% (Issue 1)

SUPER TETRIS & BOMBLISS (BPS)
Tetris is one of the most addictive games around and this version includes a fun variant – *Bombliss*, which adds bombs to increase the puzzle factor – and a very competitive two-player game. It makes very little use of the SNES's graphics, but sound is good, and gameplay great fun.
ProScore 85% (Issue 4)

SUPER VALIS (TELENET)
A conversion of the mega popular *Valis* series seen on nearly every console in Japan. The cute female character is the only draw of the game, which is essentially a repetitive *Rastan* clone.
ProScore 55%

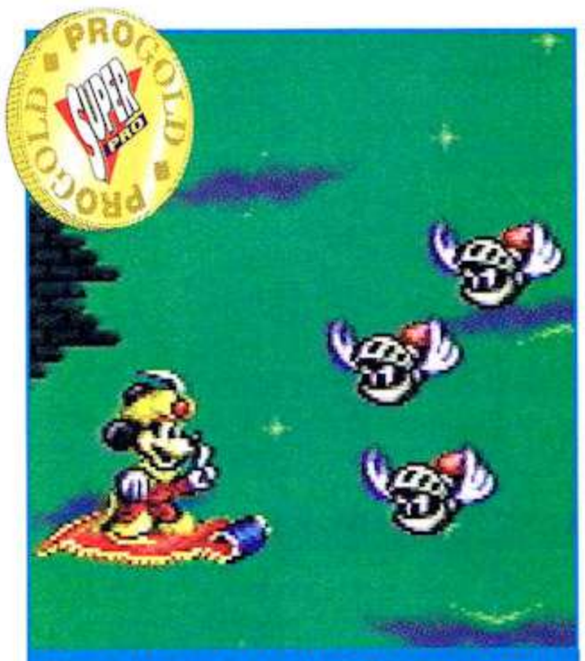
SUPER WAGAN ISLAND (NAMCOT)
An English version would be great to attract inexperienced RPGers.

SYLVALION (JVC)
A very weary coin-op is translated into a very odd shoot-'em-up where you guide a snake-like dragon through enemy infested mazes. There's a few nice ideas but the execution is very poor.
ProScore 38% (Issue 5)

TEST DRIVE II: THE DUEL (ACCOLADE)
In truth not all that stunning to look at, but the realistic setting – four American highways with police, tunnels and on-coming traffic – great sound, a choice of three supercars and fast, effective graphics score a big hit. Overtaking at 200mph on a two lane highway is nerve-wracking, which is as it should be!
ProScore 89% (Issue 4)

THE ADDAMS FAMILY *(OCEAN)*
A huge platformer in the cutesy *Super Mario World* mould with loads of levels to explore and master. There's a password system, although in truth the game's not that difficult. A worthy runner-up to *Mario*.
ProScore: 84% (Issue 1)

THE HUNT FOR RED OCTOBER *(HI-TECH)*
This bizarre movie licence turns the *Red October* into a nippy little sprite blasting it's way through an underwater shoot-'em-up with a wide range of firepower. It looks like an 8-bit game but plays reasonably well. SuperScope owners should enjoy the sub-game where you can use the lightgun to blast crudely animated ships, planes and helicopters.
ProScore 48% (Issue 2)



THE MAGICAL QUEST (CAPCOM)
Starring the inimitable Mickey Mouse, this is a whooping hit on the SNES. Brilliant cartoony graphics, imaginative and massively varied. Three skill levels and lots of rooms ensure long-term appeal.
ProScore 94% (Issue 1)

COLOUR KEY: RPG/STRATEGY SHOOT-EM-UPS RACERS SPORT

THE ROCKETEER (IGS)
Compared to something like the Amiga's *Rocket Ranger*, this is pure dross. Exploitation game.
ProScore 20%

***THE TERMINATOR* (MINDSCAPE)**
A big game which mixes platform shoot-'em-up action with *Roadblaster*-style driving. It's varied enough and some of the graphics are excellent but gameplay is lacking.
ProScore 69% (Issue 6)

THUNDER SPIRITS (SEIKA)
Another shoot-'em-up, *Thunder Spirits* doesn't really go much further than any of the others. It looks pretty good but *Gradius III* should still be your first choice.
ProScore 70%

***TINY TOONS* (KONAMI)**
A masterpiece with cutesy sprites and great gameplay which besides brilliantly varied platform levels packs in a fun American Football game! There's also a password system and a cut-down game for kids.
ProScore 95% (Issue 3)

TKO SUPER CHAMPIONSHIP BOXING (SOFTEL)
A very bad boxing game. Inept graphics and laudable controls ruin the whole thing from the outset. Two-player mode might provide some entertainment, but not much. AKA: *World Championship Boxing*.
ProScore 47%

TOM & JERRY (HI-TECH)
Another toon-styled platformer but this one has dull graphics and tedious gameplay.
ProScore 58% (Issue 5)

***TOP GEAR* (KEMCO)**
An easy to get into racer with a permanently split-screen which emphasises its main appeal as a two-player game. Good fun and some people love it, although we found its 'feel' a little unrealistic. Plenty of levels though and a password system. Worth trying.
ProScore 69% (Issue 1, 4)

***TURTLES IV: TURTLES IN TIME* (KONAMI)**
This is an excellent game, a beat-them-till-they-bleed all action thriller with superb graphics and impressive audio. Nine large stages will keep you going for quite a while, although it's not that difficult. Each stage follows a different theme – there's even a *F-Zero* style one.
ProScore: 90% (Issue 1)

ULTIMATE FOOTBALL (SAMMY)
This American footy sim doesn't quite pull it off in accuracy or gameplay.
ProScore 33%

ULTRA BASEBALL
Jap version of *Baseball Simulator 1000*.

ULTRA BASEBALL II (CULTURE BRAIN)
The sequel to *Ultra Baseball*/*Baseball Simulator 1000* which doesn't actually improve on the original that much. Banal.
ProScore 57%

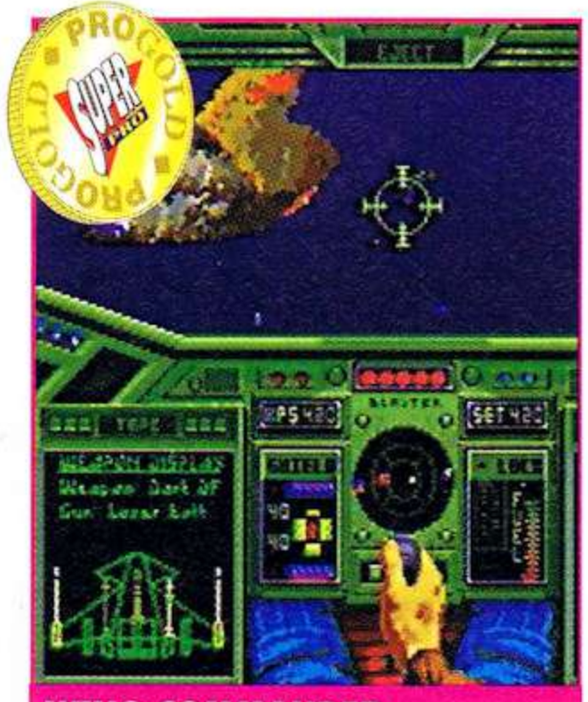
***ULTRAMAN* (BANDAI)**
A below average one-on-one beat-'em-up. Graphics are mediocre and although Ultraman is well drawn, backdrops are plain and the enemy hold no surprises.
ProScore 31% (Issue 1)

***U.N. SQUADRON* (CAPCOM)**
Graphically impressive with nicely varied levels, a choice of aircraft, plenty of power-ups and atmospheric sound. Highly recommended for shoot-'em-up fans.
ProScore: 89% (Issue 1)

WAIALAE COUNTRY CLUB (T+E SOFT)
Digitised graphics and authentic play don't really make up for the slow pace.
ProScore 70%

WARPSPEED (ACCOLADE)
Mode 7 produces some stunning, futuristic graphics, but the gameplay is strictly antique – a banal remix of *Star Raiders*. Fighting enemy fighters one-by-one is incredibly tedious.
ProScore 69% (Issue 4)

WHEEL OF FORTUNE (GAMETEK)
Wheel Of Fortune is nothing without Nicky Campbell! Also, it features a lot of American phrases and spellings.
ProScore 64%



WING COMMANDER (MINDSCAPE)
Classic space opera with 30 plus missions, asteroids, enemy fighters, freighters and huge battleships. Excellent atmosphere and good gameplay. Graphics are a little jerky at times, but overall it's great!
ProScore 90% (Issue 3)

WORDTRIS (SPECTRUM HOLOBYTE)
As the name suggests it's *Tetris*, only now you have to form words with falling letters.
ProScore 39% (Issue 3)

WORLD CHAMPIONSHIP BOXING (SOFTEL)
Slick presentation can hide a lot of things, but gameplay isn't one of them. WCB holds little appeal, even for boxing fans.
ProScore 20%

WORLD LEAGUE SOCCER (MINDSCAPE)
An overhead-view footie game in the style of *Kick Off* but sadly lack its smart control system, instead the ball's stuck to your feet and gameplay is consequently dull.
ProScore 56% (Issue 1)

***WWF SUPER WRESTLE MANIA* (ACCLAIM)**
The characters have been digitally recreated for some clever stills, and inside the ring it's all very bright and energetic. All WWF fans who own a SNES are going to want this cart, despite the lack of special moves for competitors.
ProScore: 76% (Issue 1)

XANDRA'S BIG ADVENTURE (NAMCO)
An incredibly weird platformer with lots of levels and variety. Thankfully there's a password system but a Japanese text sub-game mid-way through makes SuperPro 6's codes vital.
ProScore 82% (Issue 5)

XARDIAN (ASMIK)
Xardian is similar to *Super Probotector* in a way, but the graphics are even more impressive! Although it's not quite as smooth or frantic, it's still worth a gander!
ProScore 76%

X-ZONE (KEMCO) **SS**
SUPER SCOPE ONLY
The best SuperScope game yet, with lots of action as you try and penetrate the defences of a mad computer. The action is frantic, with a reasonable amount of variety – it's almost worth buying a SuperScope just to play this!
ProScore: 79% (Issue 3)

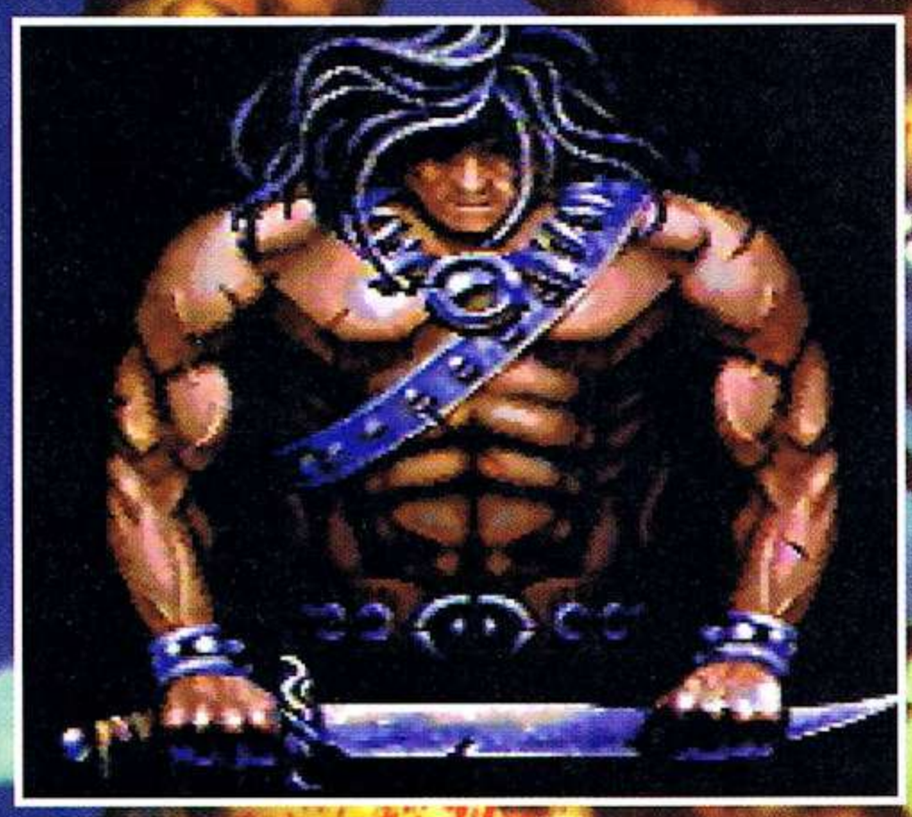
Y'S III (TONKIN)
This RPG adventure brings quite a friendly side-on view to the format. Difficult to get hold of at present but well worth searching out.
ProScore 83%

ZAN II (IMAGINEER)
Strategy wargame with impressive credentials. Packed with Jap text though.

***ZELDA III: A LINK TO THE PAST* (NINTENDO)**
The land ahead is enormous and includes locations of numerous description.As soon as you enter this magical atmosphere your journey will take you on various mini-quests. You can't go wrong.
ProScore: 92% (Issue 1)

SUPER PRO

GAME OVER



GODS

Now that our prestigious Game Over page is in full swing, our devoted readers have actually started to send in their own victorious video-taped game endings. Gracing the slot this month is Mindscape's cracking puzzler, *Gods*, which was sent in by Steven McArole. Although this Greek myth inspired game has been troubling Ryan since the dawn of time, Steven had the whole thing sussed within eight days. Blimey! SP

TM

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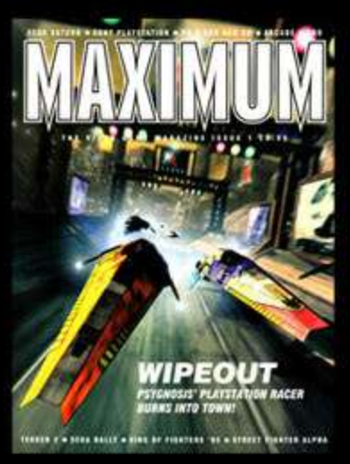

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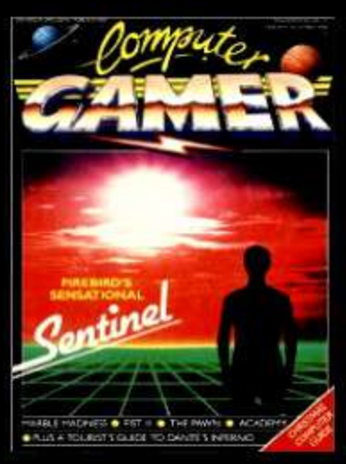

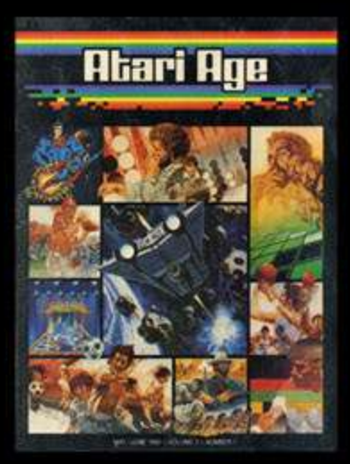

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